

FENG ZI SU

TOKYOPOP®



ASSASSIN'S CREED VALHALLA

BLOOD BROTHERS

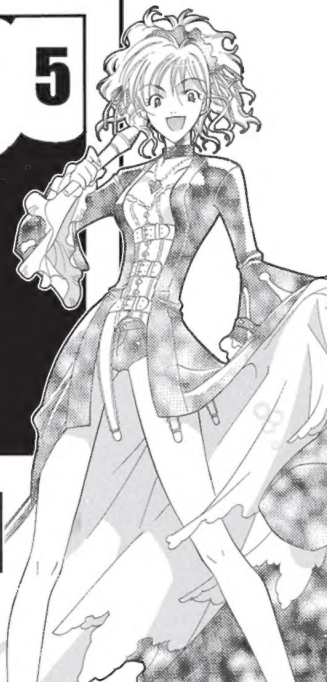
STOP

THIS IS THE BACK OF THE BOOK!

How do you read manga-style? It's simple!
Let's practice -- just start in the top right
panel and follow the numbers below!



READ
RIGHT
= TO =
LEFT



Crimson from *Kamo* / Fairy Cat from *Grimms Manga Tales*
Morrey from *Goldfish* / Princess Ai from *Princess Ai*

GOLDFISCH, VOLUME 1

Nana Yaa

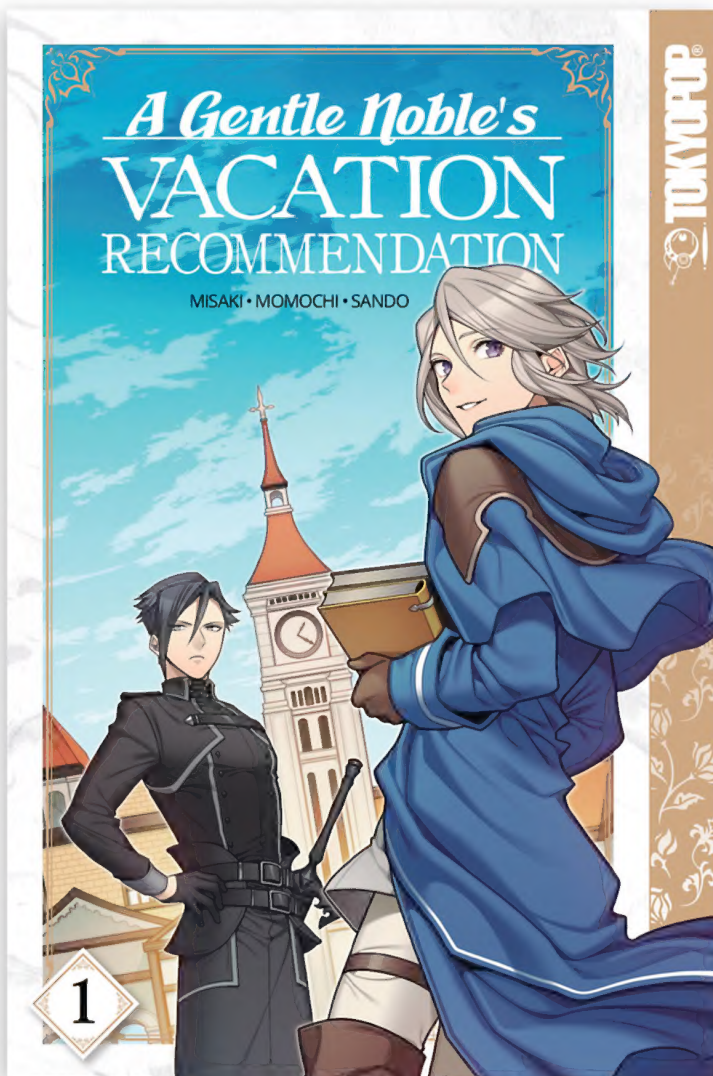


ADVENTURE



Say hello to Morrey Gibbs! A fisher-boy in a flooded world overrun with dangerous mutated animals known as "anomalys," he's got his own problems to worry about. Namely, how everything he touches turns to gold! Sure it sounds great, but gold underpants aren't exactly stylish — or comfortable! Teaming up with his otter buddy and new inventor friend Shelly, Morrey sets out on a quest to rid himself of his blessing-turned-curse and undo the tragedy it caused. That is, of course, if they can dodge the treasure-hungry bounty hunters...

A GENTLE NOBLE'S VACATION RECOMMENDATION, VOLUME 1
Misaki, Momochi & Sando



ADVENTURE

"When Lizel mysteriously finds himself in a city that bears odd similarities to his own but clearly isn't, he quickly comes to terms with the unlikely truth: this is an entirely different world. Even so, laid-back Lizel isn't the type to panic. He immediately sets out to learn more about this strange place, and to help him do so, hires a seasoned adventurer named Gil as his tour guide and protector.

Until he's able to find a way home, Lizel figures this is a perfect opportunity to explore a new way of life adventuring as part of a guild. After all, he's sure he'll go home eventually... might as well enjoy the otherworldly vacation for now!"



DARK METRO: THE ULTIMATE EDITION MANGA

Tokyo Calen & Yoshiken



HORROR



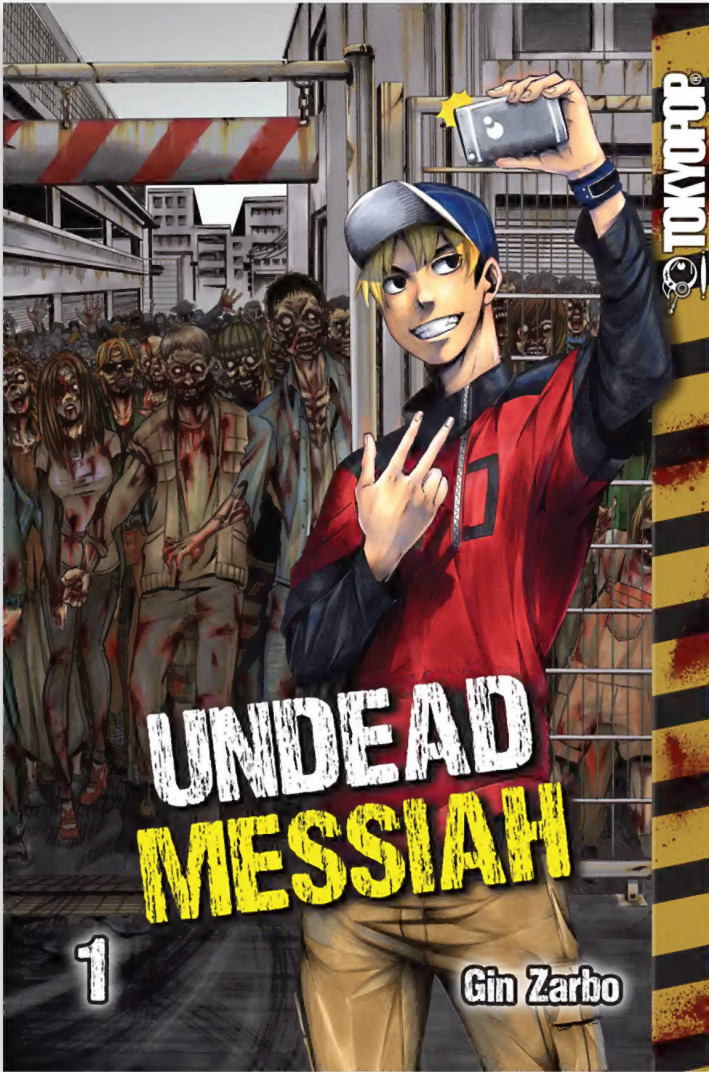
"Deep beneath Tokyo, there exists a rift between this world and the next, a gateway to a world of spirits and death. Guiding those who find themselves lost in this world-between-worlds is Seiya, a mysterious young man who has the ability to tell who is destined to live and whose fate it is to pass through to the other side. But where do Seiya's powers come from? Why do people keep slipping through the cracks between worlds? And just what is lurking on the other side?"

In this 3-in-1 volume collection of bone-chilling shorts, follow the twisted tales of death and hauntings that inhabit this horrifying underworld."

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UNDEAD MESSIAH, VOLUME 1

Gin Zarbo



HORROR

A pregnant woman is pursued by a supernatural creature. On the internet, videos of a bandaged hero surface. 15-year-old Tim Muley makes a terrible discovery in his neighbor's garden. Three seemingly unrelated events, all of which seem to point to an imminent zombie apocalypse! But this time the story's not about the end of mankind; it's about a new beginning...



PARHAM ITAN: TALES FROM BEYOND, VOLUME 1

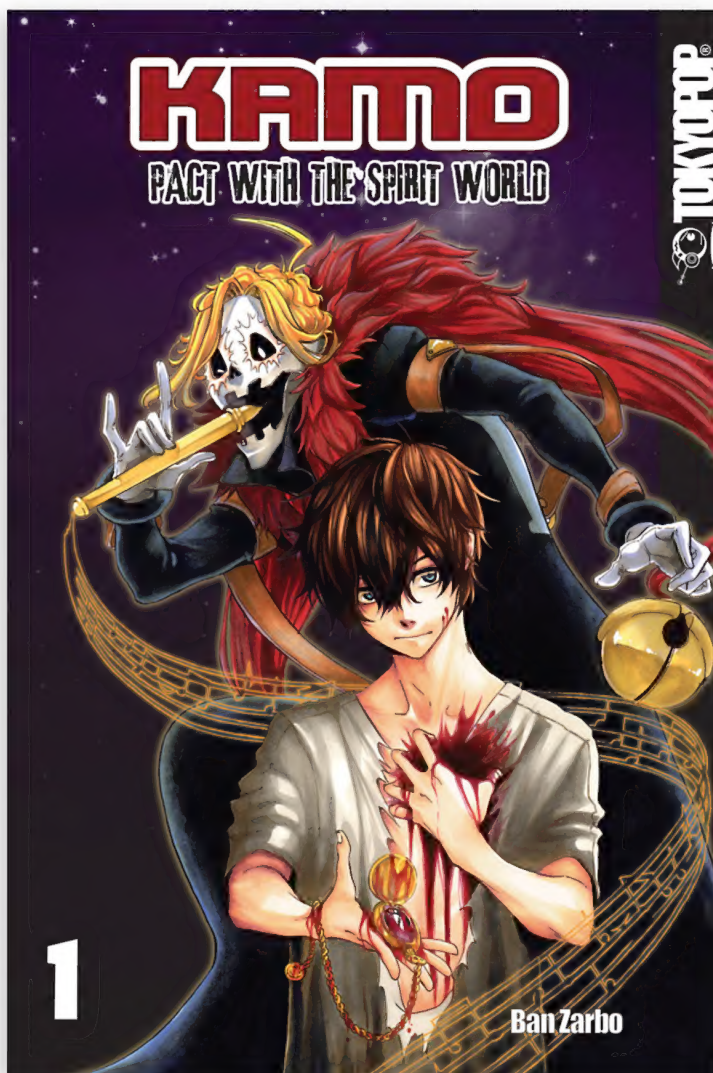
Kaili Sorano



ACTION



Yamagishi and Sendo are schoolmates, but that's about all they have in common: one is a down-to-earth guy in the boxing club, while the other is a brainy, bookish conspiracy nut. But when they stumble across something weird and inexplicable after class one evening, it seems they'll have to set their differences aside in order to uncover the truth behind the mysterious creatures and strange figure prowling the school grounds.



KAMO: PACT WITH THE SPIRIT WORLD, VOLUME 1
 Ban Zarbo

ACTION

"Born with a failing heart, Kamo has fought death his whole life, but to no avail. As his body weakens and he readies to draw his final breath, he's visited by a powerful spirit named Crimson who offers him a deal: defeat and capture the souls of twelve spirits in exchange for a new heart. It seems too good to be true... and maybe it is.

A pact with the spirit world... What could possibly go wrong?"

LAUGHING UNDER THE CLOUDS, VOLUME 1

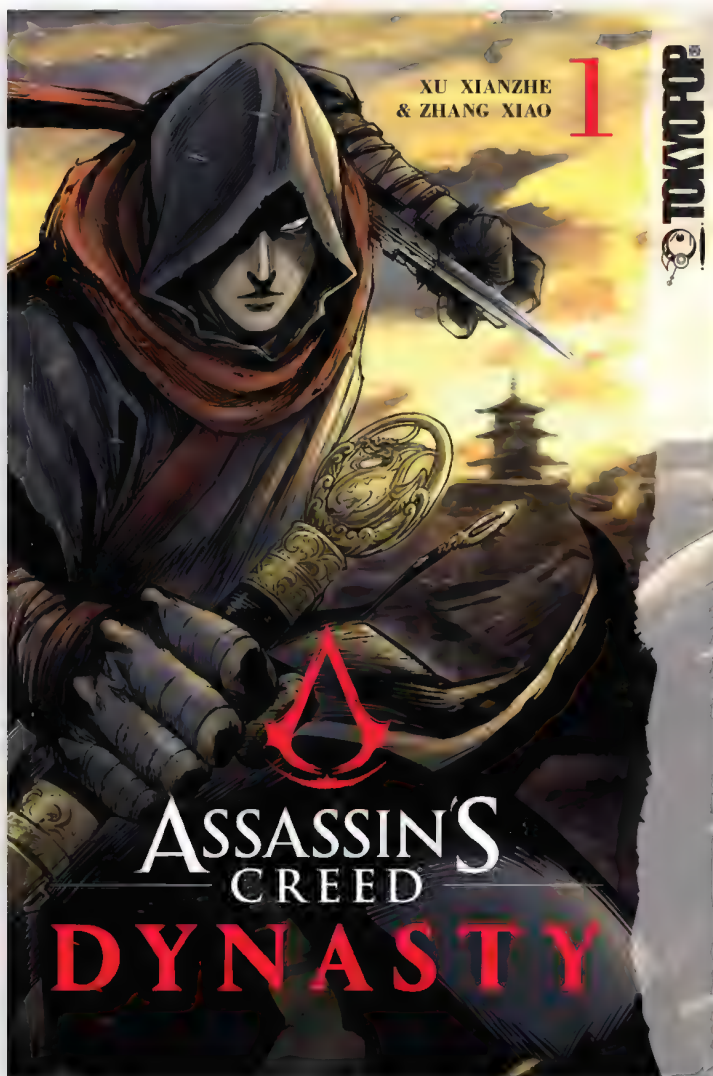
KarakaraKemuri



ACTION



In the early Meiji era, against civil unrest and the end of the samurai way of life, Japan's crime rate skyrocketed. As prisons overflow, the government has no choice but to build a new, inescapable prison. This prison is Gokumonjo, located in the center of Lake Biwa, which means it relies on the three sons of the Kumo family to transport criminals to it. But is Gokumonjo truly just a prison for petty criminals...?



ASSASSIN'S CREED® DYNASTY, VOLUME 1

Xu Xianzhe & Zhang Xiao

ACTION

In the 14th year of the Tianbao Era (CE 755), An Lushan — a cruel military governor with ties to the Knights Templar — leads his elite corps to rebel against the Tang Dynasty.

As the Tang Dynasty starts to crumble, Li E — a shady Assassin trained by the Hidden Ones in the far West — teams up with Tang loyalists to turn the tide and save both the dynasty and the country from this crisis.

© 2021 Ubisoft Entertainment.



Q: Can you tell us about *Assassin's Creed Valhalla Blood Brothers* and its relationship to the *Assassin's Creed Valhalla* video game?

A: *Assassin's Creed Valhalla Blood Brothers* takes place in the same world as the *Assassin's Creed Valhalla* video game, just a bit prior to Eivor's arrival in England. It will allow fans and readers to discover how some of the most iconic characters, such as Ivarr the Boneless, came into power before you have the chance to meet them in the game, while unveiling the original story of new heroes.

Q: What is your favorite part of *Assassin's Creed Valhalla Blood Brothers*?

A: Definitely being able to witness the Vikings' first arrival in England! This was something mentioned and hinted in the game, but seeing that massive warriors' assembly coming to shore was quite a sight!

Q: How do you choose the historical period to explore in a game, and what made the Viking Era a great choice for *Assassin's Creed Valhalla*?

A: A lot of elements influence our team's choice to explore a particular historical period. In this case, the iconic imagery of the Vikings was one of the most important, and also most requested by fans. The setting and the type of gameplay this time period would bring to the game, the visuals and landscape, and the historical figures were all so great that the choice was quite obvious in the end.

**“HISTORY IS YOUR
PLAYGROUND”**

Q: How historically accurate is *Assassin's Creed Valhalla*?

A: One of the pillars of the *Assassin's Creed* brand is that history is your playground, and it's a good way to understand the production team's approach. History is the fuel, the starting point of everything, so we worked with historians, and also did research of our own. The team visited museums and tried to relive the life of a Viking to immerse themselves in and understand the culture. This way, from a historical perspective, the game ended up being very authentic to the tiny details of the Viking lifestyle and architecture. And then comes the playground part, where we allow ourselves to be more creative in order to increase the gameplay value, the impact or visual aspect of certain elements, to increase the drama and tension, the way you would in a big movie — and the result is our iconic franchise!

BIOGRAPHY



Aymar has been working on the *Assassin's Creed* franchise since *Assassin's Creed II* and has therefore spent more than a decade practically living as an Assassin!

With a passion for the creative industries, Aymar has spent his entire career working on video games, board games and comics. When he first joined the team at Ubisoft, he began with a marketing position for a couple of years, and then moved to more production - oriented roles before finally becoming a part of the original Brand team created during the development of *Assassin's Creed: Brotherhood* in 2010.

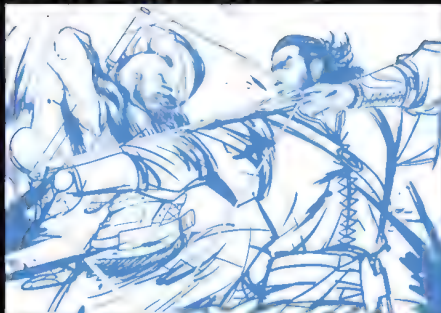
As of 2014, he has been the Head of Content for the franchise, ensuring consistency and supervising the narrative for *Assassin's Creed* games, as well as managing the publishing, licensing and transmedia development of the franchise, including working on the *Assassin's Creed* movie.

In 2018, he started the Transmedia and Business department at Ubisoft Montreal, which he has been directing ever since, supporting additional IPs like *Far Cry*, *Watch Dogs* and Tom Clancy's *Rainbow Six*.

COVER PROCESS

Process in illustrating the epic cover for
Assassin's Creed® Valhalla Blood Brothers

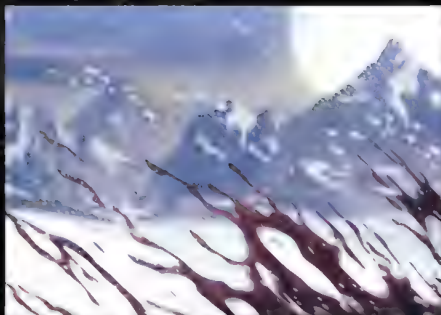
Sketch



Inks



Background Colors



Character Colors



Foreground Details / FINAL



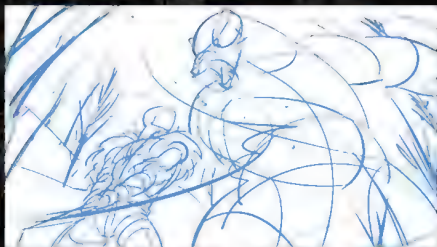
Artist & Author

FENG ZI SU

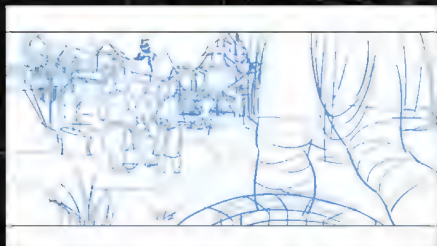
VISUAL AUDITION

Preliminary "audition" sketches the artist showed Ubisoft during the hiring process

Sketch



Inks



ARTIST QUOTE

When I was a child, I saw Paul Gauguin's painting *Where Do We Come From? What Are We? Where Are We Going?* These three questions have been on my mind ever since. During the creation of this *Assassin's Creed Valhalla* manga, I tried to find the three answers from the Vikings' perspective.

— Feng Zi Su

characters more recognizable in the comics, as well as to enhance the atmosphere of confrontation between the characters. Another change was in designing the settings. Aside from referencing the games, I also consulted many sources on the geography, architecture, and social mores of the time and region to flesh things out in greater detail, such as the vegetation and the lay of the land in natural settings, or the architectural style and wear and tear of buildings in man-made settings.

Q: What is your favorite part of *Assassin's Creed Valhalla Blood Brothers*?

A: Personally, my favorite part is in Chapter Five, when Blueshield sacrifices himself to save Björn and has to say goodbye to the two brothers. In the story, Blueshield is like a father and a mentor to the brothers, so his death undoubtedly deals them an extraordinarily heavy blow, and will of course influence them for the rest of their lives.

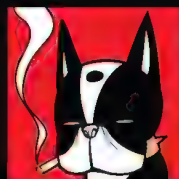
The renowned Chinese philosopher of aesthetics, Zhu Guangqian, writes in his work *The Psychology of Tragedy*: "Tragedy is born mainly from the powerlessness of the individual's struggle against the might of society." The tragedy in this story may seem to happen by chance from the perspective of the main characters, but historically speaking, it is inevitable — when mankind chooses war, death and disaster must follow. I hope everyone cherishes the people they love, and I hope that the world will know peace.

Q: What was it like writing Ivarr the Boneless, which appears to be such a conflicting character?

A: Aside from Ivarr's character in-game, I also consulted many historical materials and myths. In actual fact, the historical record of Ivarr is scant, mostly confined to brief snippets. As for myths, Ivarr is often overly dramatized, resulting in contradictory descriptions. For example, in *The Tale of Ragnar's Sons* (Old Norse: *Ragnarssona þáttur*), it is implied that Ivarr's nick name, "Boneless," derives from his sexual impotence, while *The Tale of Ragnar Lodbrok* (Old Norse: *Ragnars saga loðbrókar*) claims that Ivarr was born without bones.

To better portray Ivarr in the comics, I tried to deduce the motivations of the Great Heathen Army's leader by tracing the history of the army's activities. Why, unlike previous Viking invaders, did they not return to Scandinavia after their pillaging? Why did they choose to land in East Anglia but, instead of occupying it immediately, proceed through Mercia to conduct a raid on the far-off city of York in the kingdom of Northumbria? And why, after killing or expelling the kings of Northumbria and Mercia, did they install English kings as puppets to maintain their rule? In pondering and searching for the answers to these questions, a wildly ambitious and yet far-sighted Ivarr began to take form in my mind; a maverick, cold and ruthless, yet intimately familiar with the workings of politics and the hearts of men. This formed the basis for the Ivarr that you see in the comic today.

INTERVIEW



Q: Can you please tell us a little bit about yourself, and your work on the *Assassin's Creed* franchise?

A: I was born in 1995; in China, people born in this era are called the "post-90s." My generation grew up experiencing China's rapid economic development and the swift global expansion of the internet. Because of this, I was exposed to and read a great number of comics during my childhood. On top of that, my mother was an educator in the field of art; I watched her work on oil paintings from a young age, which made me fall in love with drawing and painting too. In secondary school, as my interest in comics grew, I began trying to put my ideas into comic form whenever I had time after class. I dreamed that I would one day be able to create comics that many people would like.

The making of this *Assassin's Creed* comic was full of challenges for me. For one thing, while I have always had a great liking for the *Assassin's Creed* video game franchise, I knew little of the history regarding the Vikings' invasion of England, so it was hard not to feel lost as to where to begin at first. Only after I read thirty to forty books on the Vikings in England and consulted a huge amount of research material did I feel somewhat assured.

Secondly, this is a short comic, and comics as a medium can only convey so much information per page. How was I to use this limited length to explain the culture and traditions of the Vikings, as well as the invasion of the Great Heathen Army into England, while also developing the characters (our protagonists the two brothers, Blueshield, Ivarr, Aelfred et al) and simultaneously maintaining a constant level of dramatic intensity? This frustrated me for a long time. Fortunately, my friends at Ubisoft and New Comics gave me a great deal of support and encouragement throughout the creative process, and for this I would like to express my sincere gratitude to them.

Q: What are the mechanics in visually translating the *Assassin's Creed Valhalla* video game into a manhua?

A: The games are a 3D art form, whereas comics are 2D. Hence, I reconstructed the game's characters by caricaturing them — for instance, identifying and emphasizing a character's silhouette, or exaggerating the contrast between the shapes of different characters — to make the



BONUS CONTENT



ASSASSIN'S
CREED

VALHALLA

BLOOD BROTHERS




ASSASSIN'S
CREED

VALHALLA

BLOOD BROTHERS

CONTINUE THE
STORY OF IVARR THE
BONELESS, ÆLFRED
THE GREAT, AND THE
VIKING INVASION IN
ASSASSIN'S CREED
VALHALLA!

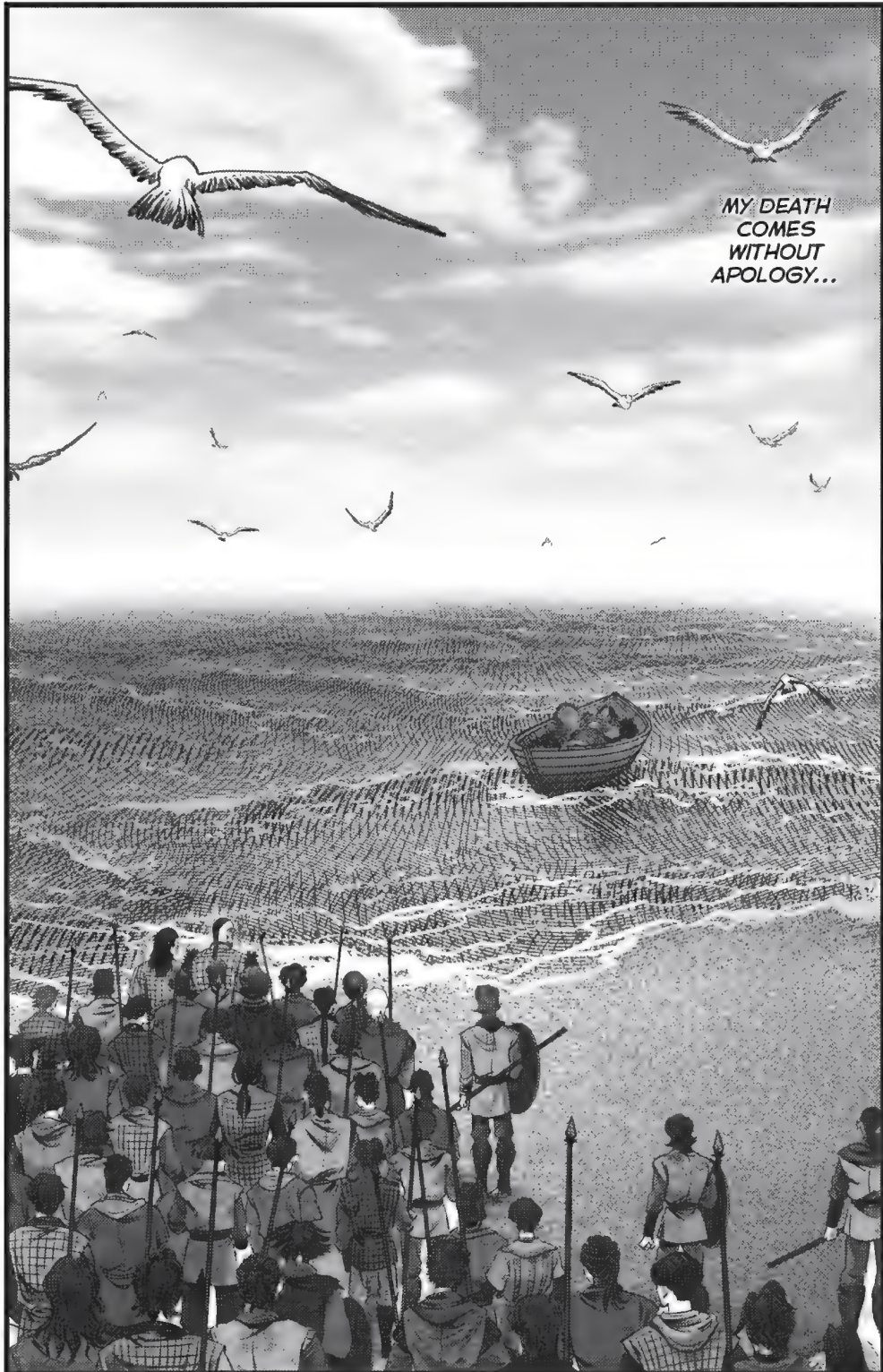


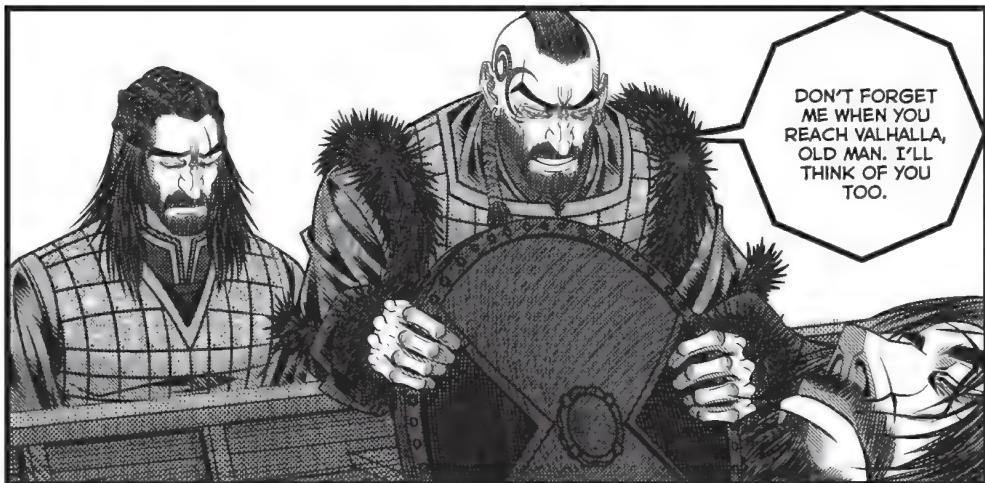
THE VICTORY AT THE
BATTLE OF ASHDOWN
TEMPORARILY SLOWED THE
ADVANCE OF THE VIKINGS,
BUT THE SAXONS KNEW
A TEMPORARY REPRIEVE
COULD NOT BRING A
LONG-LASTING PEACE.

THE UNDERCURRENTS OF
TIME BEGAN TO SURGE.
ÆLFRED WOULD SOON MEET
A STRONGER OPPONENT,
BUT THAT IS A TALE FOR
ANOTHER TIME...



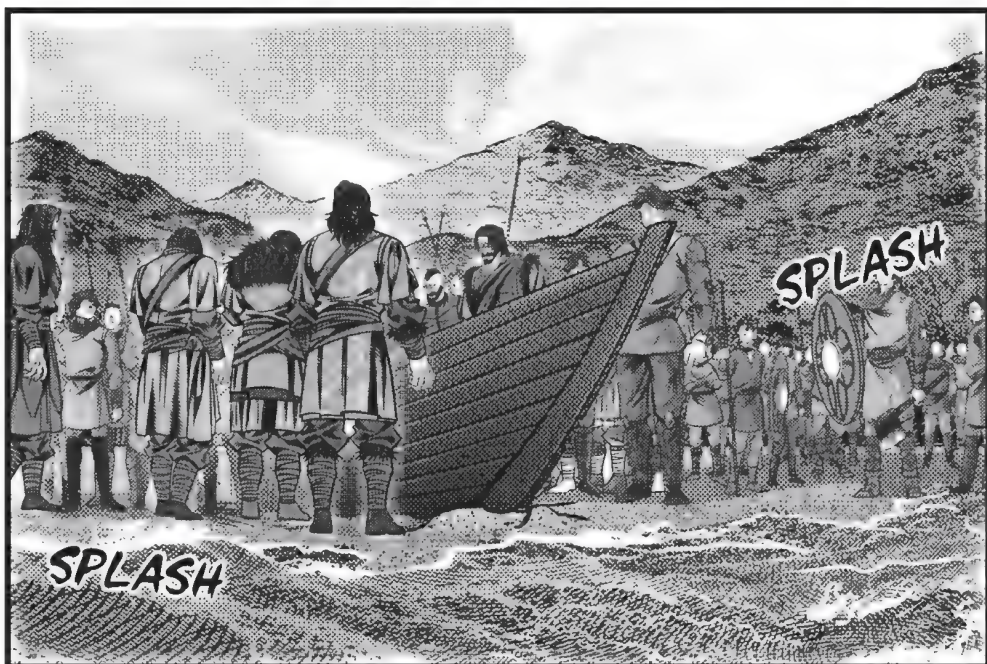
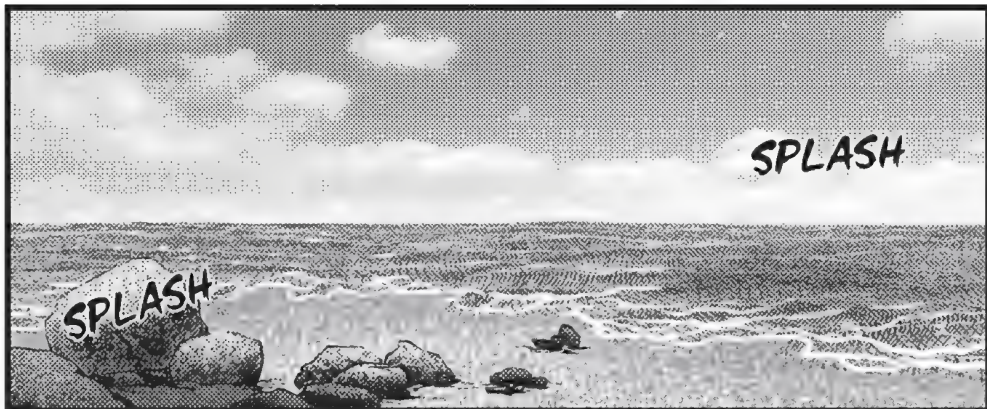
MY DEATH
COMES
WITHOUT
APOLOGY...















SCHICK!!



WE'LL TAKE
BLUESHIELD
AND CARVE
OUR WAY OUT
OF HERE!



THUNK!

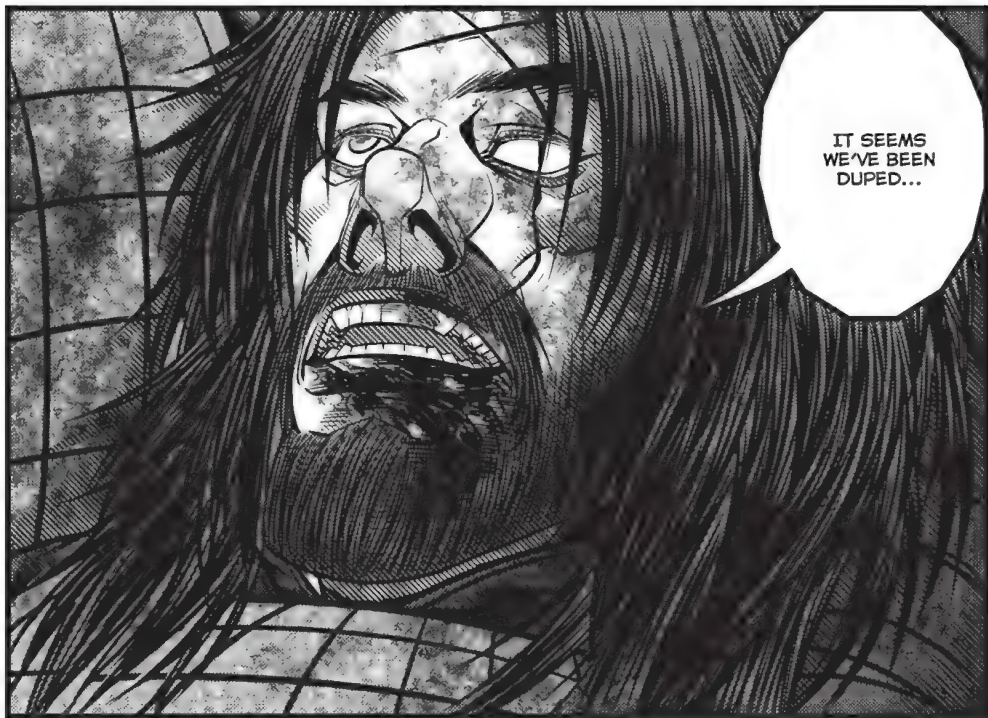
SHIT! ANOTHER
SAXON CLAN!
WE'RE
SURROUNDED!

THUD!

AETHELRED'S
LEADING
THEM!

WHAT DO
WE DO?!

WHAT?!

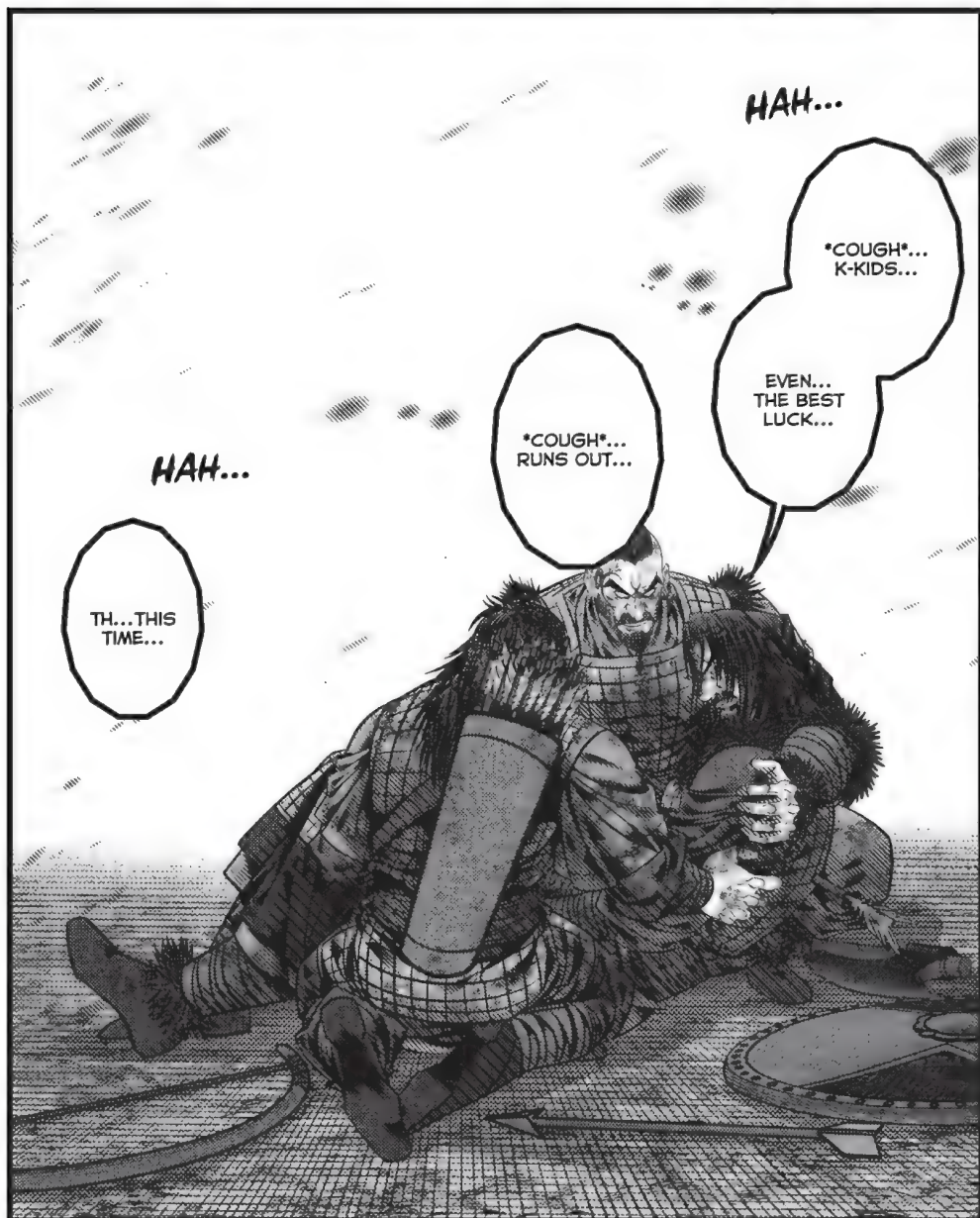


IT SEEMS
WE'VE BEEN
DUPED...



BLUESHIELD!

BLUESHIELD!
WAKE UP!





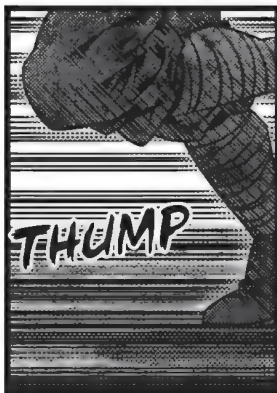
BLUESHIELD!

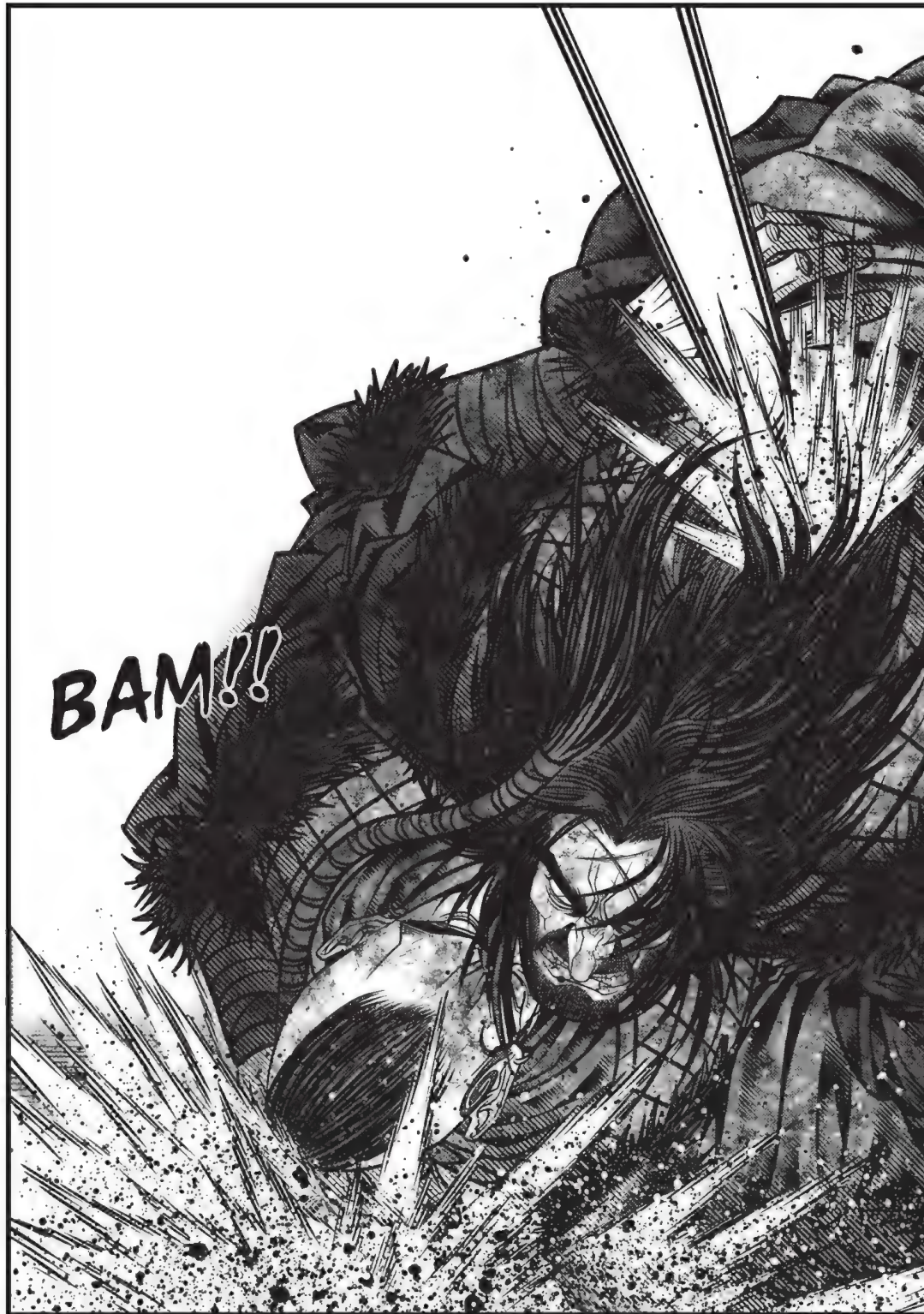


BLUESHIELD!

HAHH







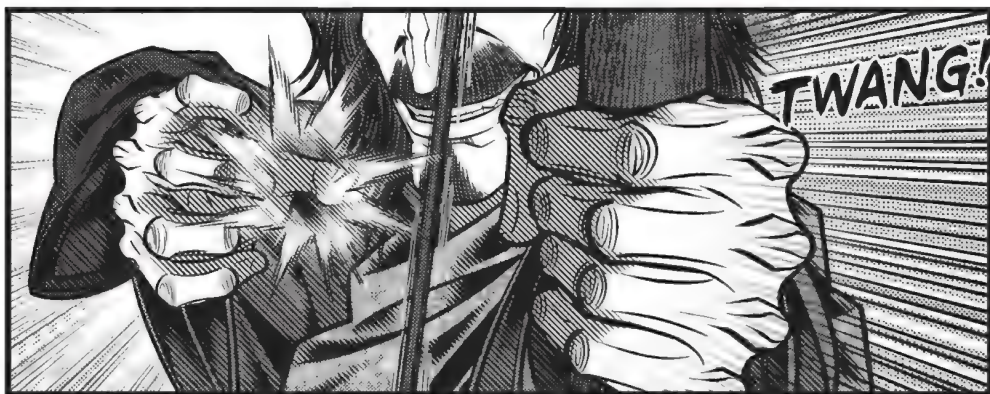
BAM!!



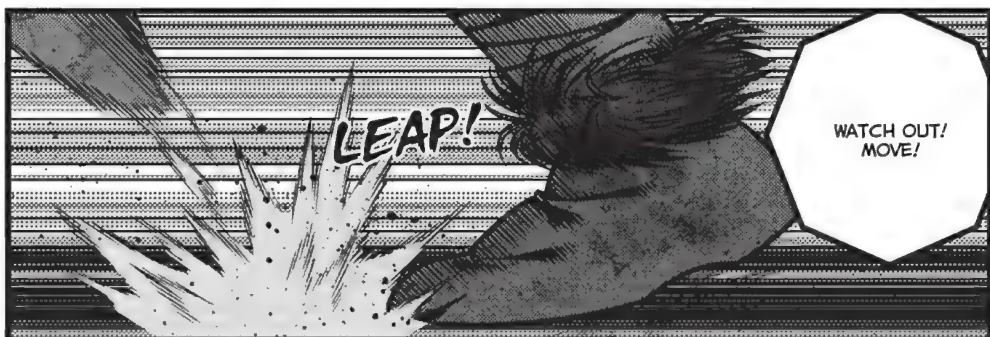


IT'S ÆLFRED!

WE'VE BEEN
TRICKED/
THAT'S NOT
ÆTHELRED!

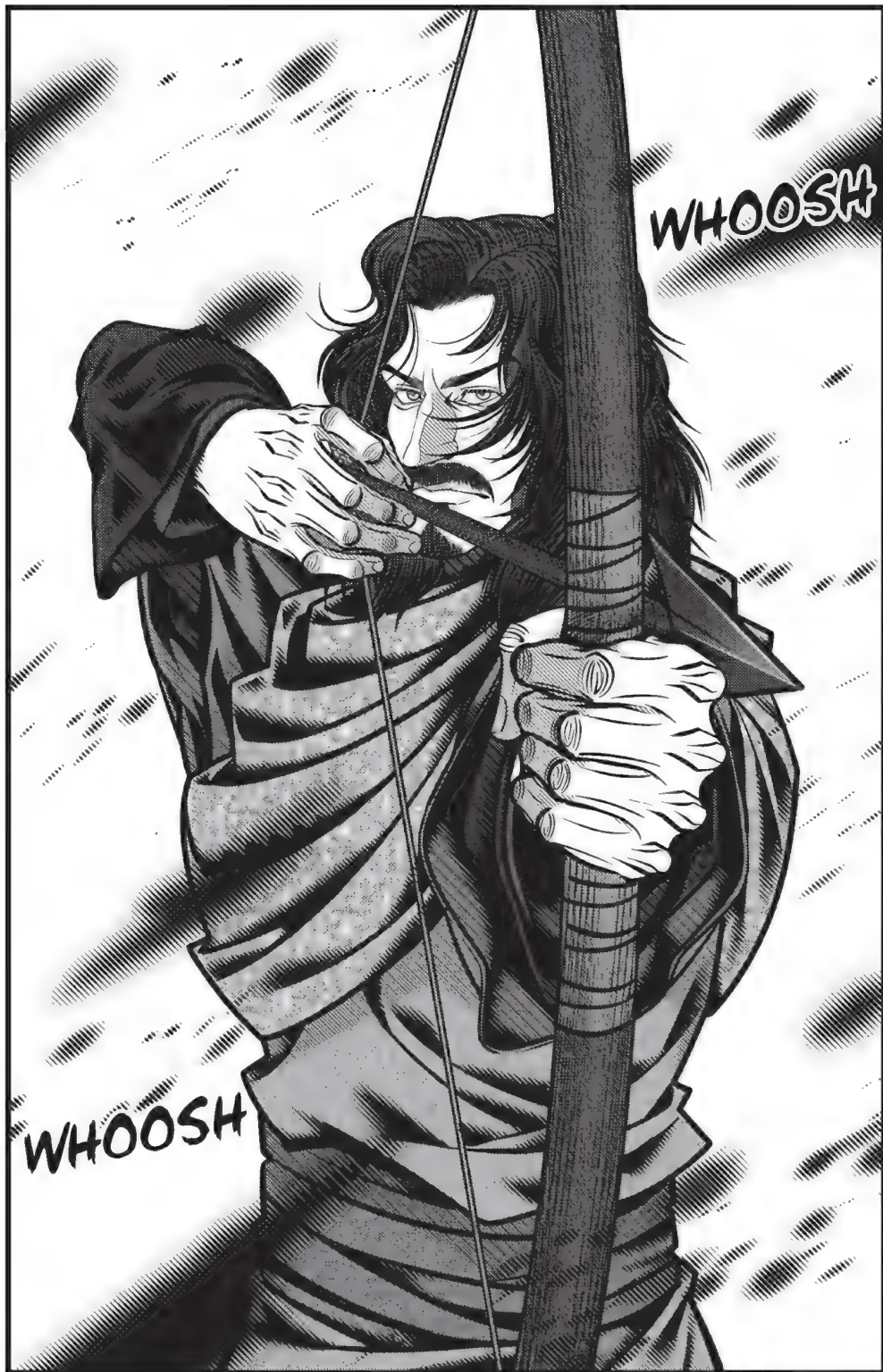


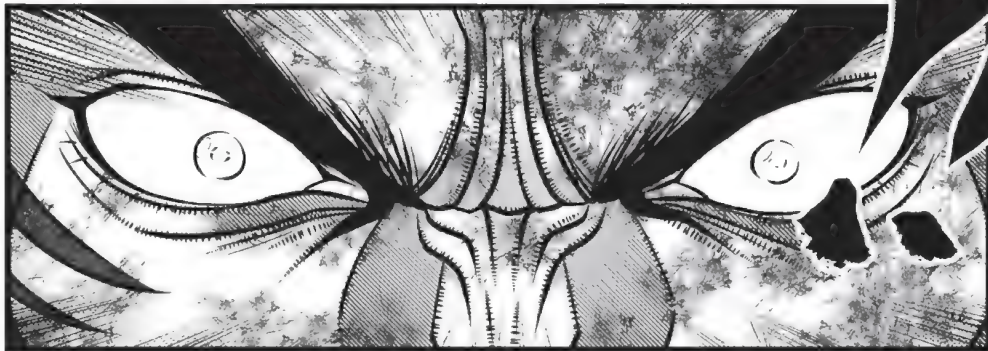
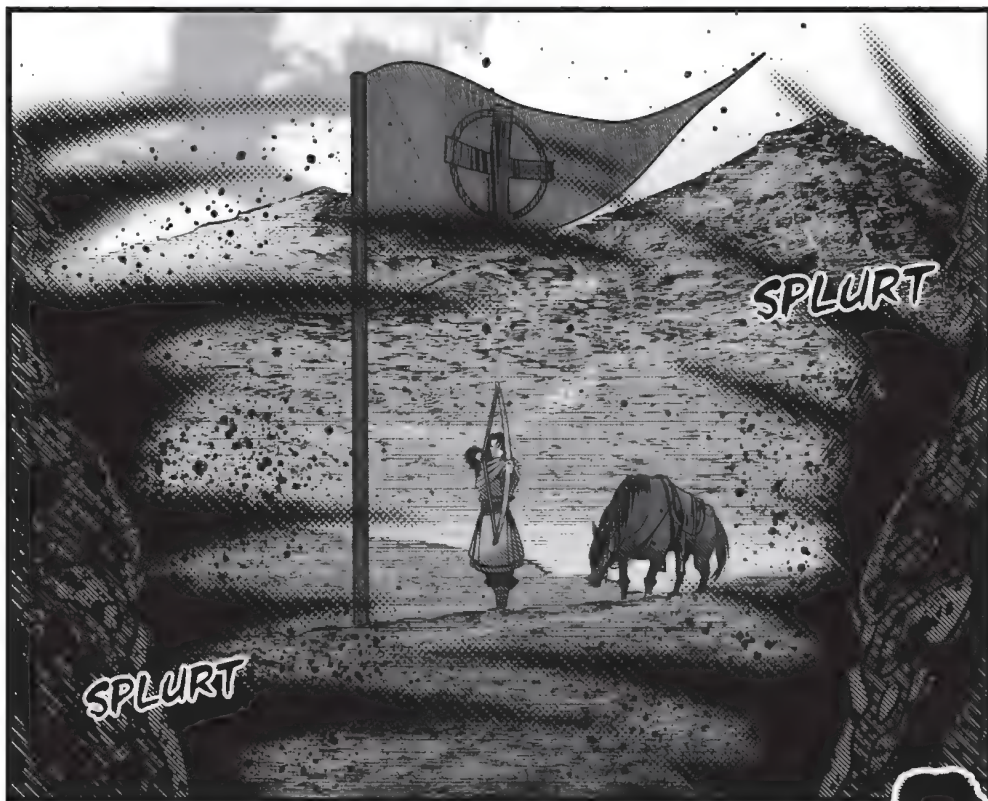
TWANG!

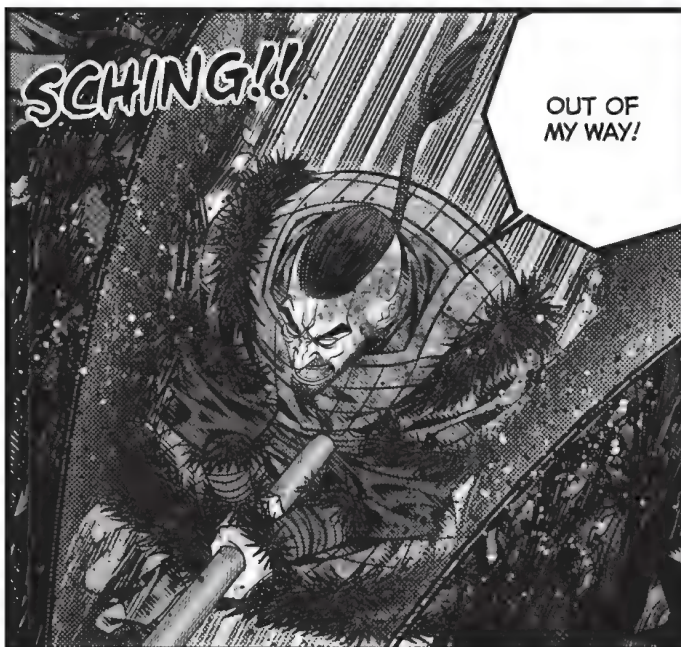
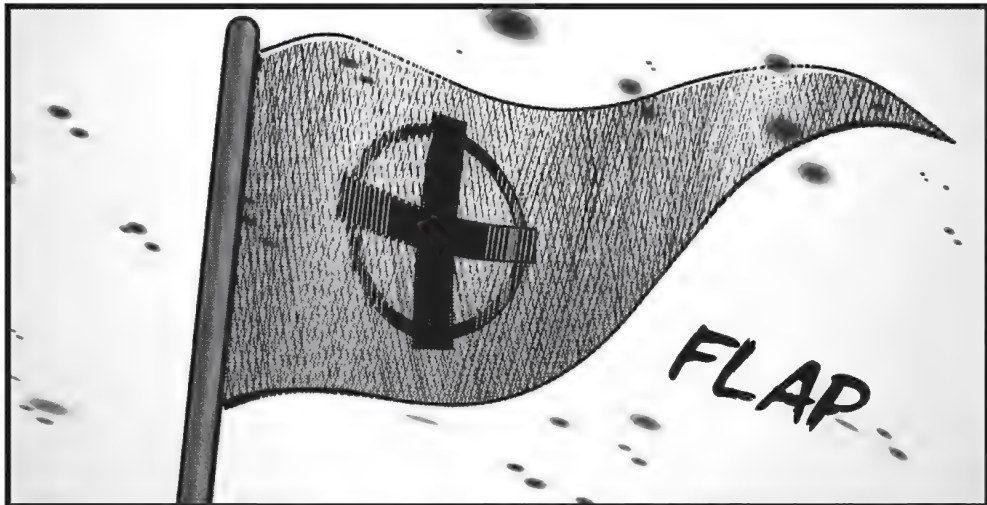


LEAP!

WATCH OUT!
MOVE!

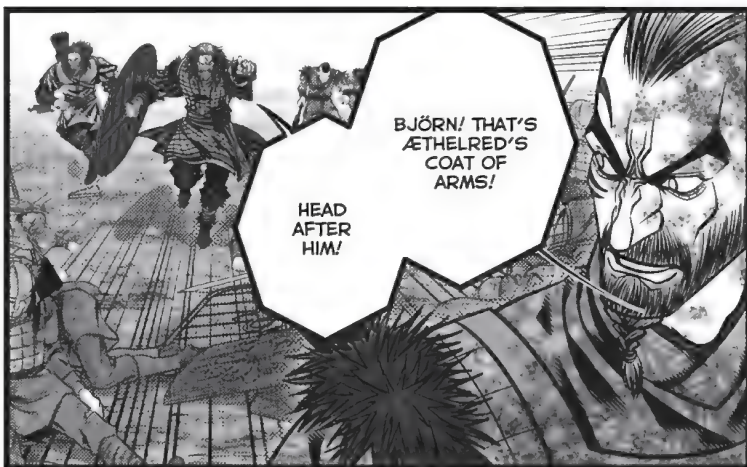
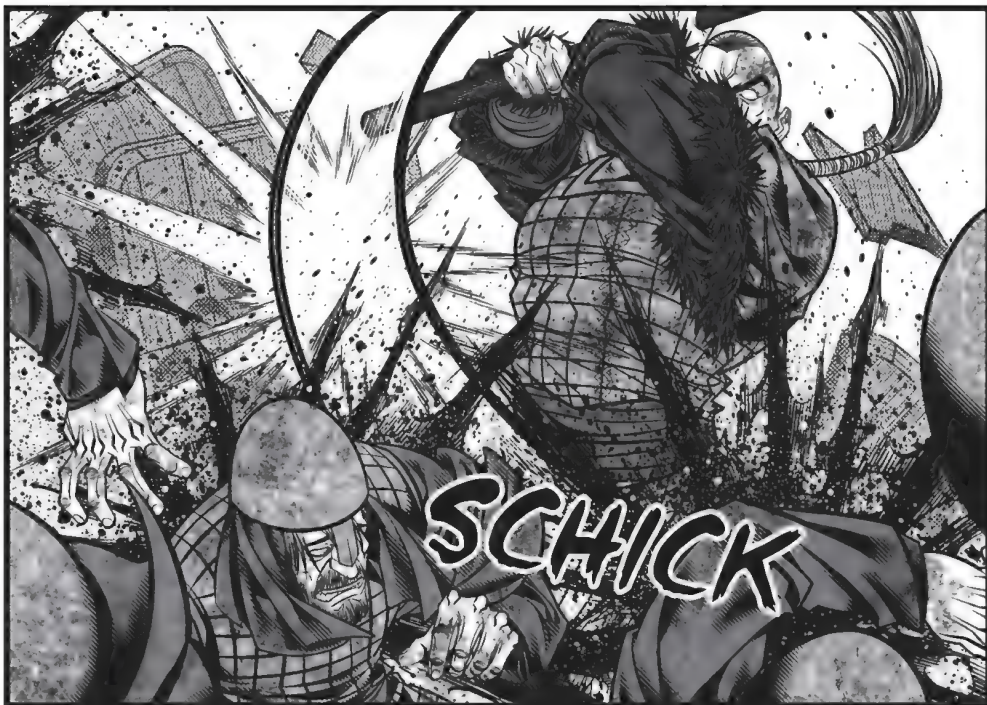


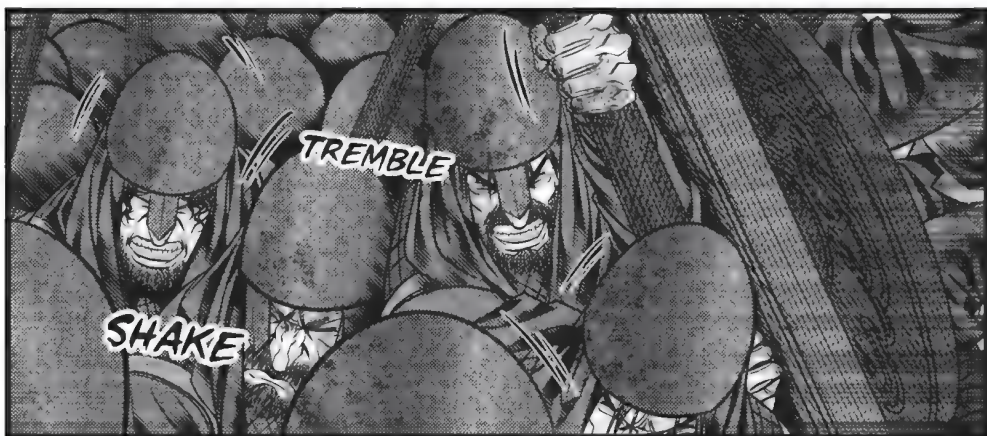


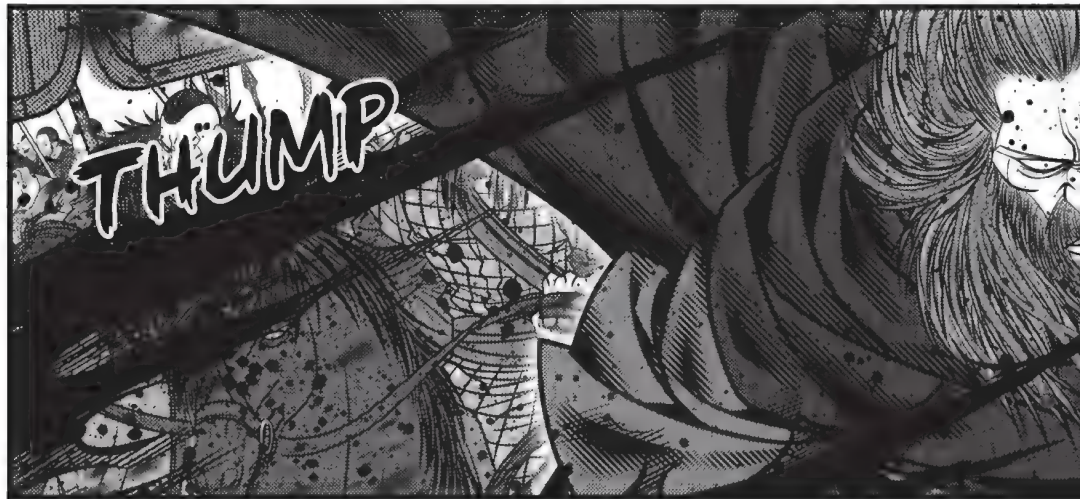


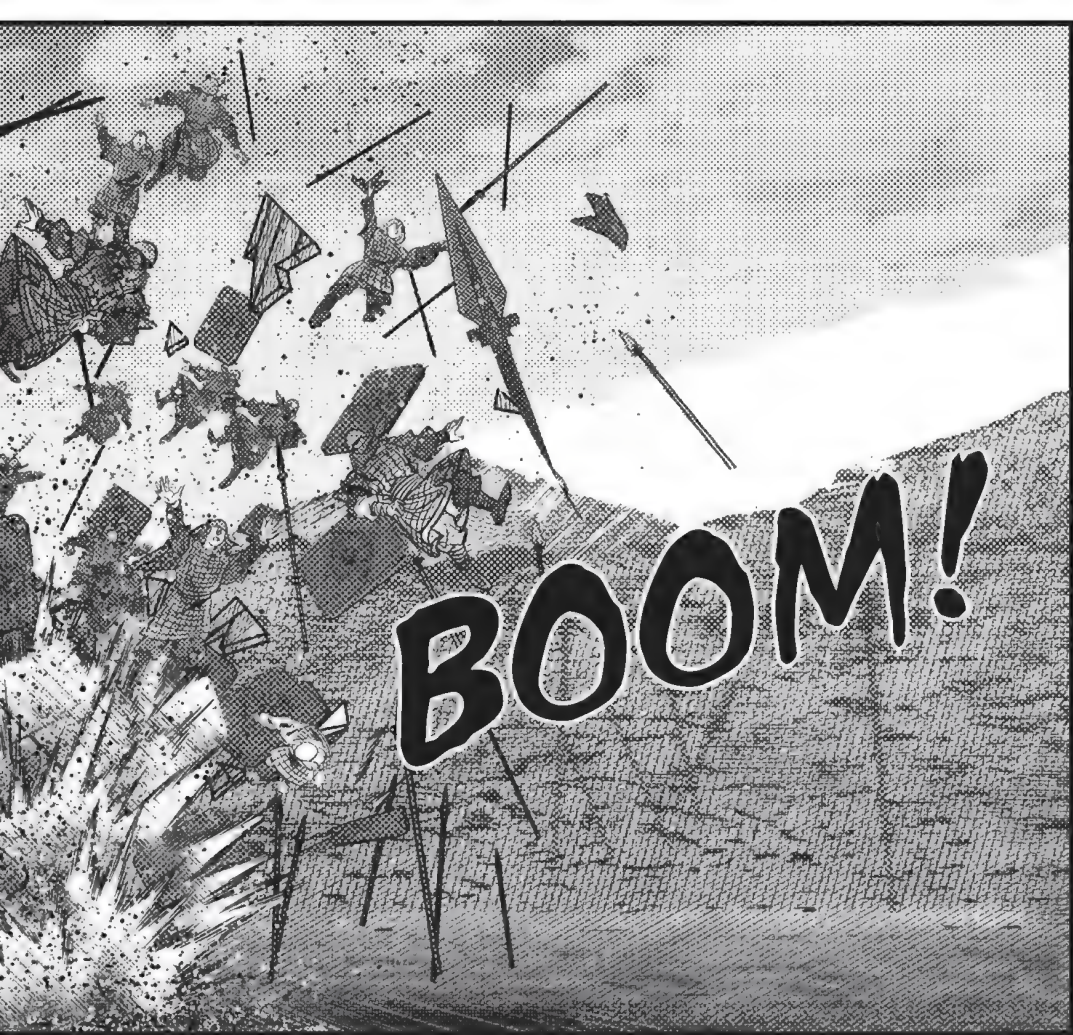




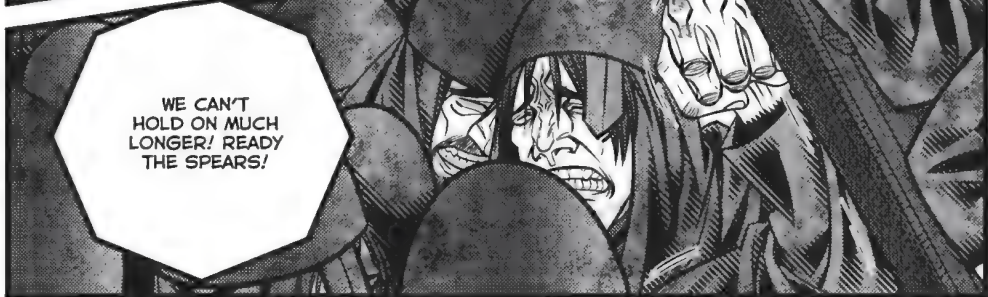




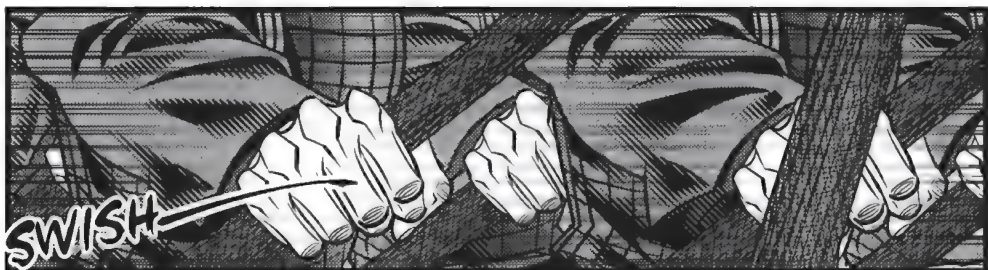






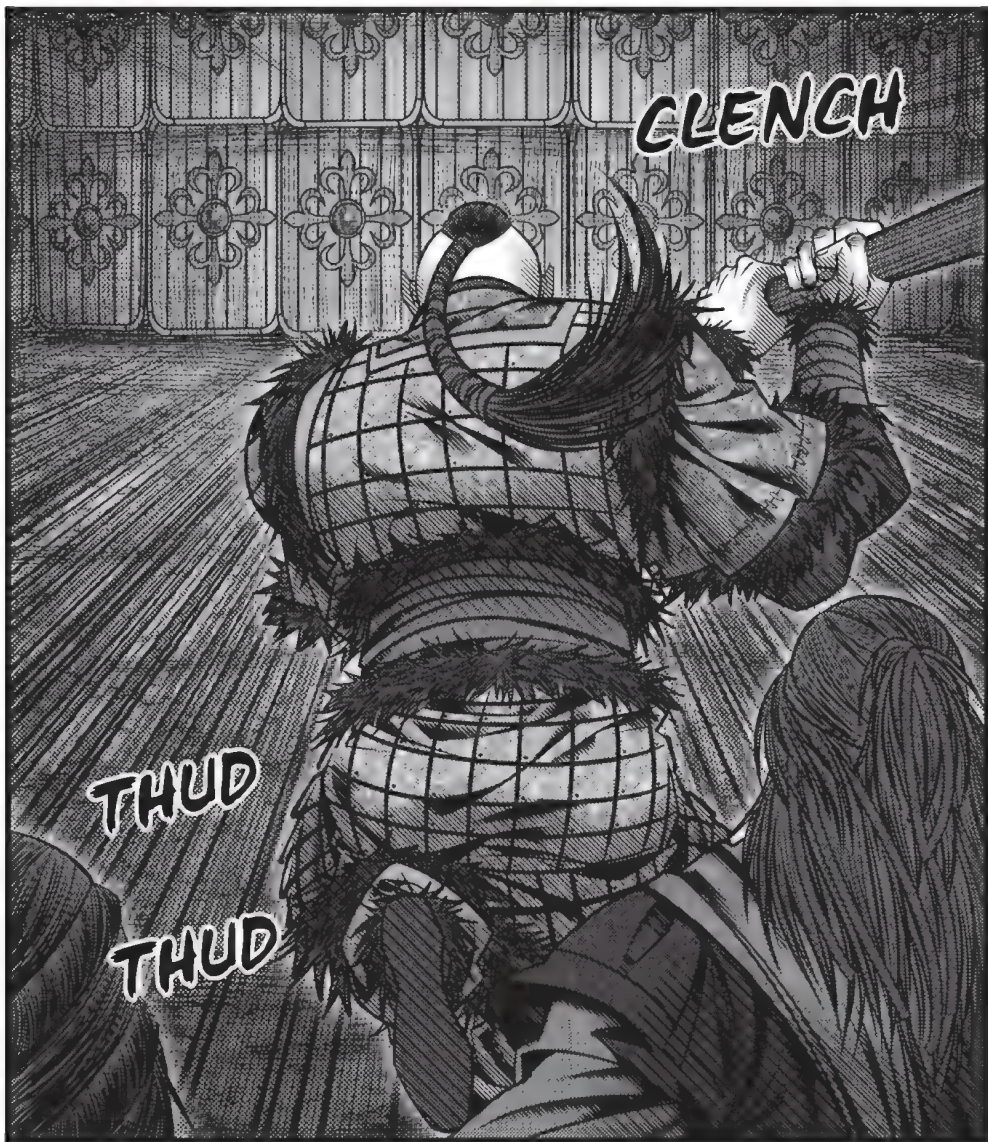


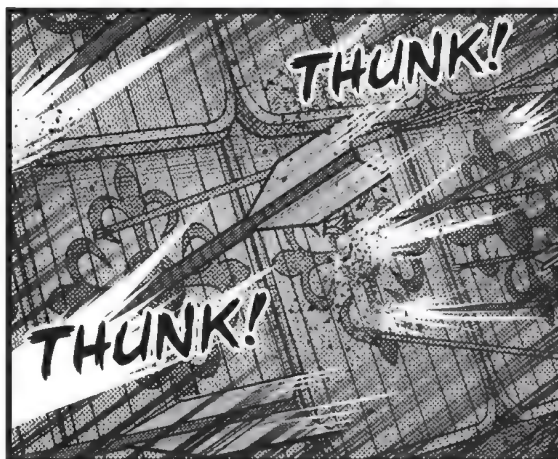
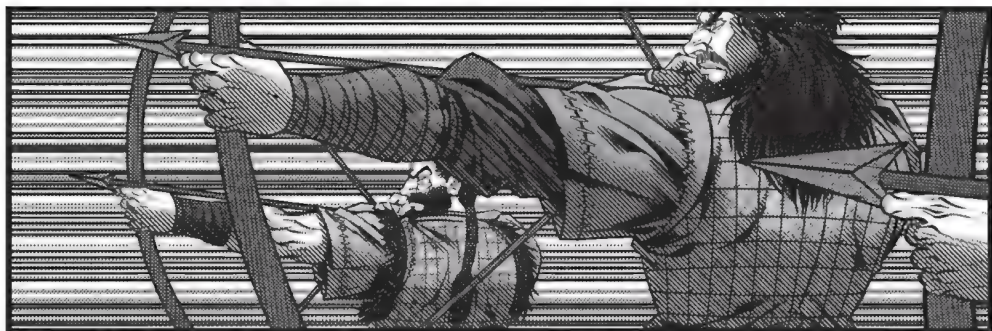
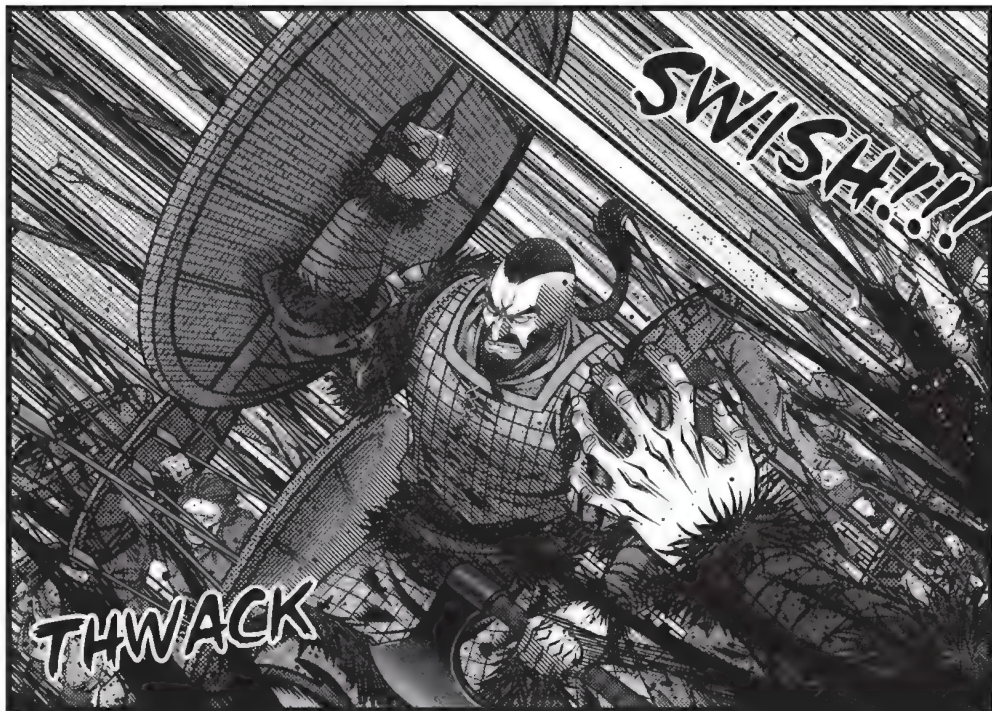
WE CAN'T
HOLD ON MUCH
LONGER! READY
THE SPEARS!



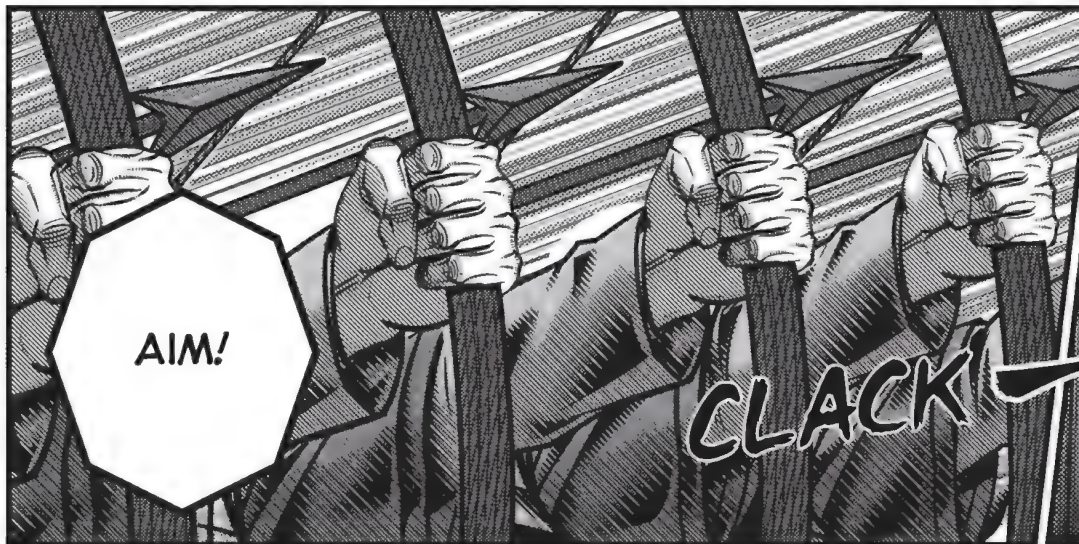
SWISH

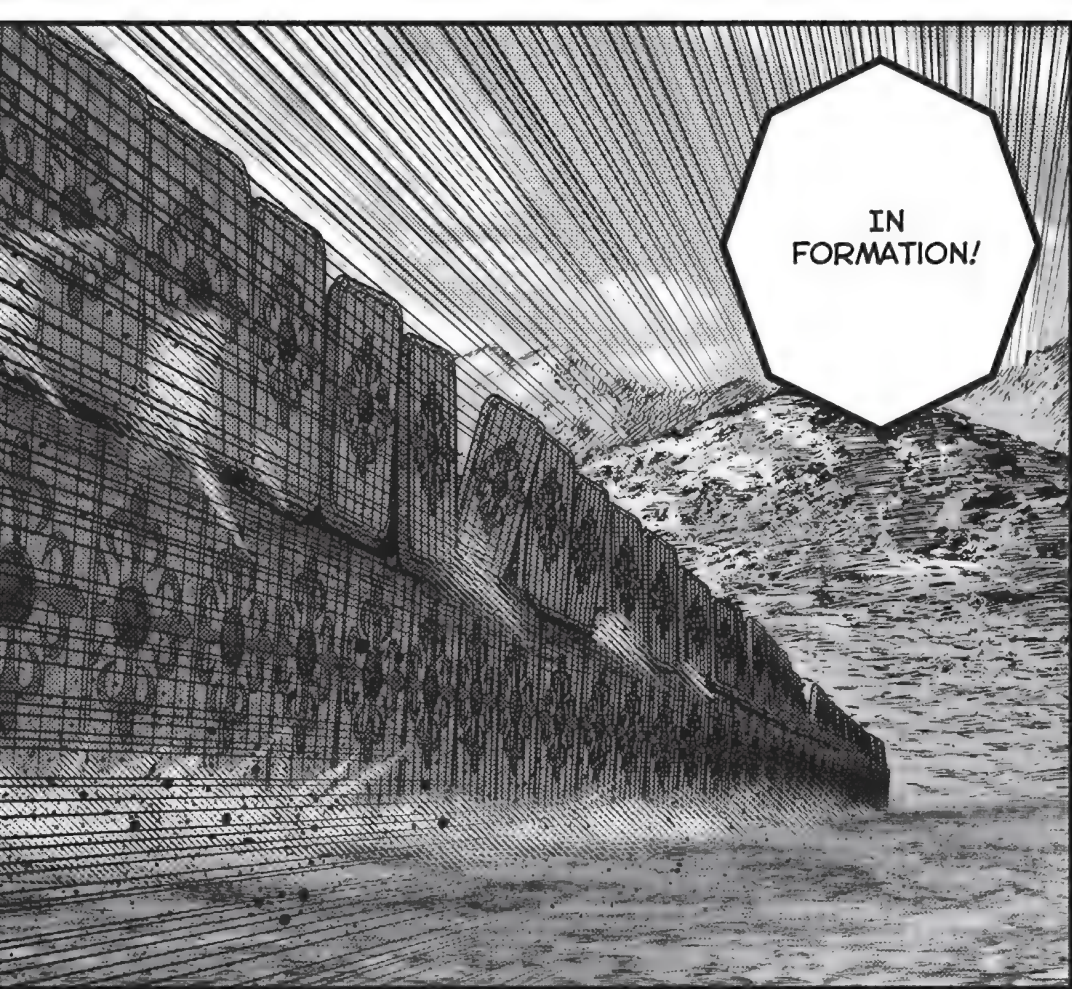




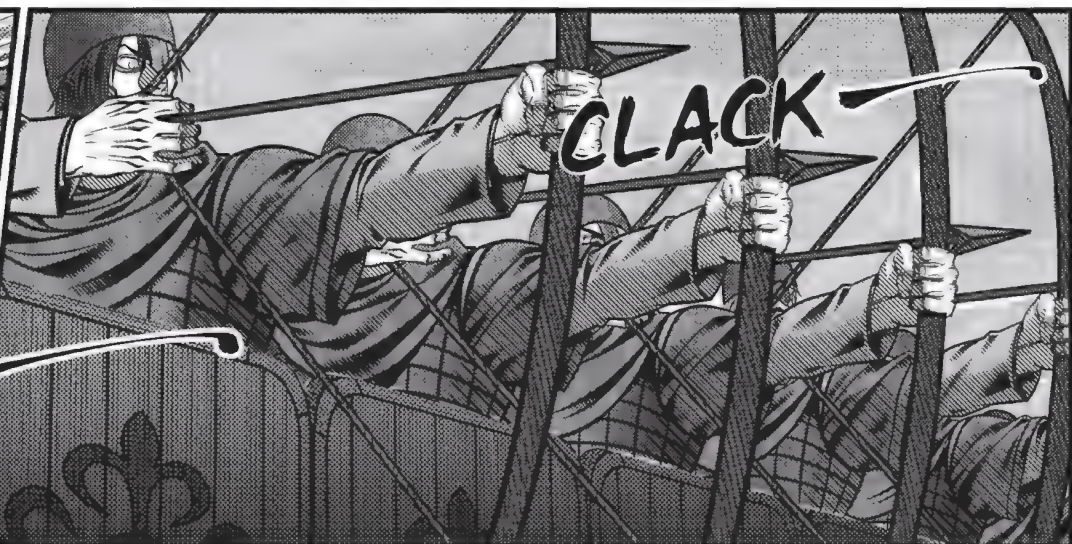








IN
FORMATION!



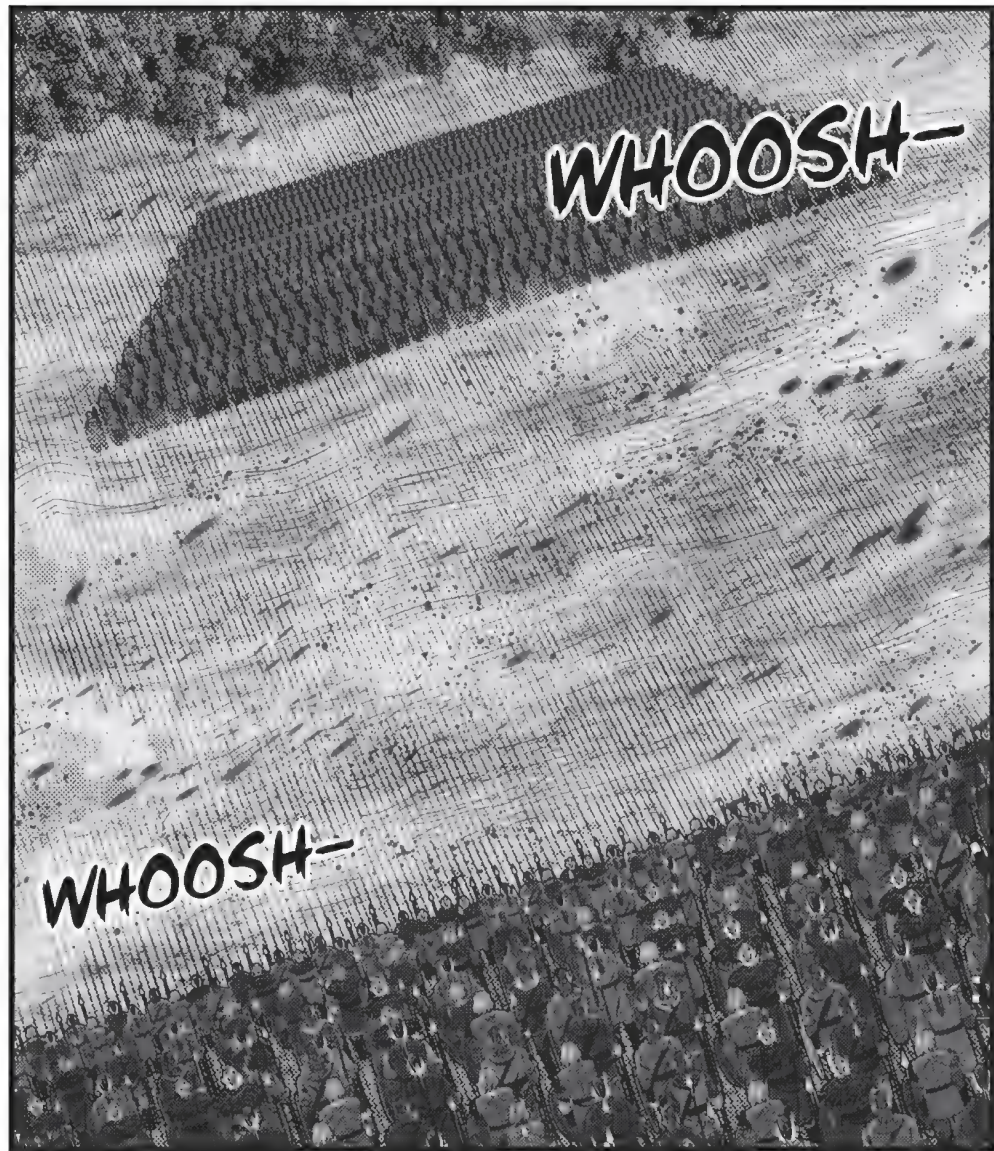
CLACK

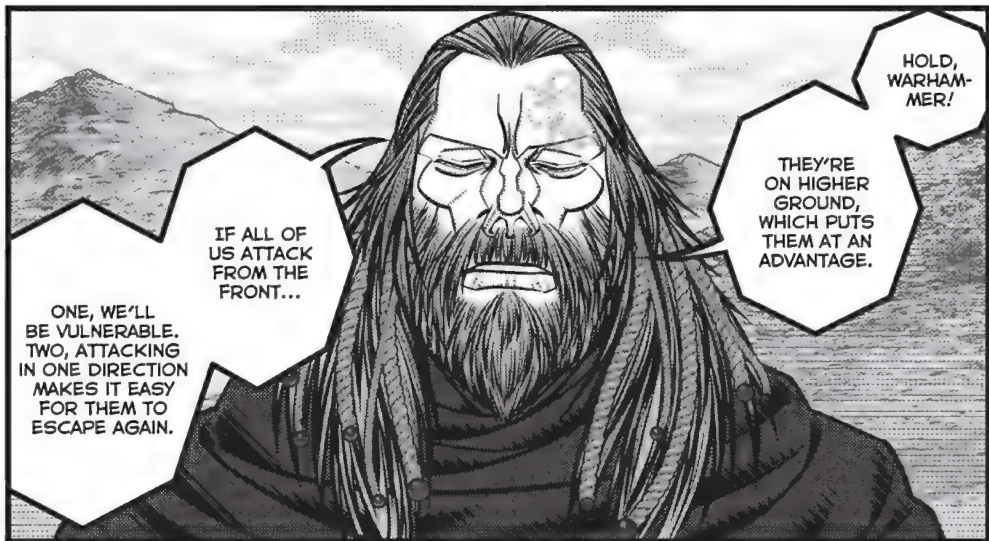


**TO
BATTLE!**



**FOR THE
GLORY OF
ODIN!**





ONE, WE'LL
BE VULNERABLE.
TWO, ATTACKING
IN ONE DIRECTION
MAKES IT EASY
FOR THEM TO
ESCAPE AGAIN.

IF ALL OF
US ATTACK
FROM THE
FRONT...

THEY'RE
ON HIGHER
GROUND,
WHICH PUTS
THEM AT AN
ADVANTAGE.

HOLD,
WARHAM-
MER!



I'LL GO
AROUND
THE SIDE
AND LAUNCH
A SNEAK
ATTACK.

THAT
WAY, WE'LL
HAVE THEM
CORNERED...

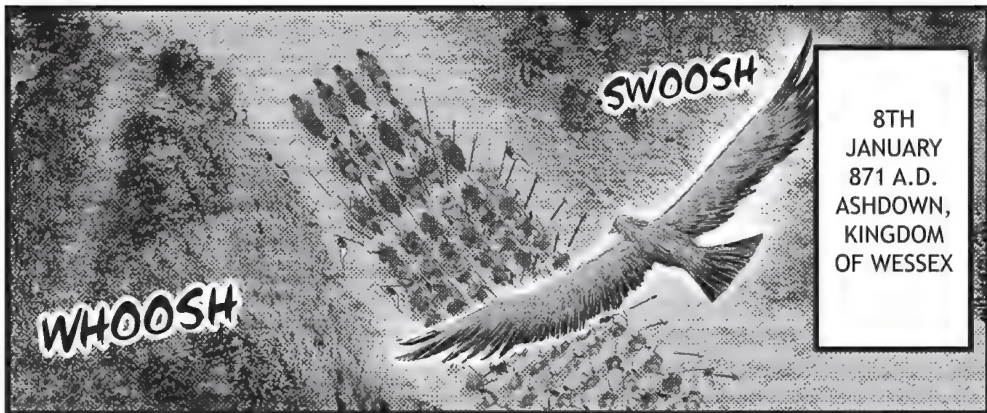
BLUESHIELD,
ATTACK FROM
THE FRONT WITH
ULF AND BJÖRN.
DRAW THEIR
ATTENTION.



WHICH
IS WHY
WE NEED
TO SPLIT
UP...



AND WE
CAN CRUSH
THEM ALL!



8TH
JANUARY
871 A.D.
ASHDOWN,
KINGDOM
OF WESSEX



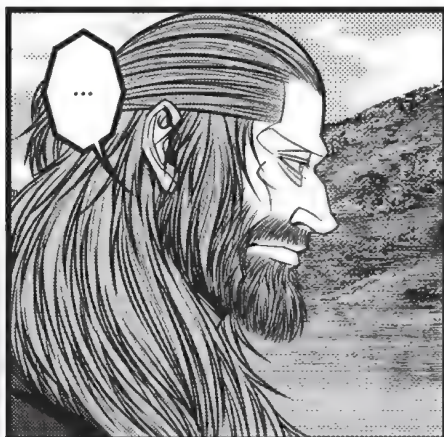
THEY'RE
ALREADY IN
FORMATION
IN THE HILLS
UP AHEAD,
FLYING THEIR
BANNERS.

THE SAXONS
MUST KNOW
WE'RE HERE.



I'LL TAKE
THE LEAD.
LET'S GO
AND TAKE
THE HEAD
OF THEIR
KING!

HAHAHA! WE'VE
CHASED THEM
RELENTLESSLY
FOR FOUR
DAYS. LET'S
SEE IF THEY
CAN STILL
RUN.



...





VIKINGR! THE
CORPSES OF
THESE SLY
AMBUSHERS
WILL ONCE
AGAIN PROVE
TO ODIN...

THAT YOU
DESERVE TO
BE THE TRUE
MASTERS OF
THIS LAND.

AND ANYONE
WHO STANDS
IN YOUR WAY, BE
THEY MERCIAN OR
SAXON, THRALL
OR THEGN...

SHALL
MEET WITH
CERTAIN
DEATH!



WE MUST
HUNT THEM
DOWN AS THEY
RETREAT.

EVEN THE BEST
LUCK RUNS
OUT. THOSE TWO
COWARDS MAY HAVE
ESCAPED THIS
TIME, BUT THEY'VE
SUFFERED HEAVY
CASUALTIES.

WE'LL
DESTROY
THEM
COMPLETELY!

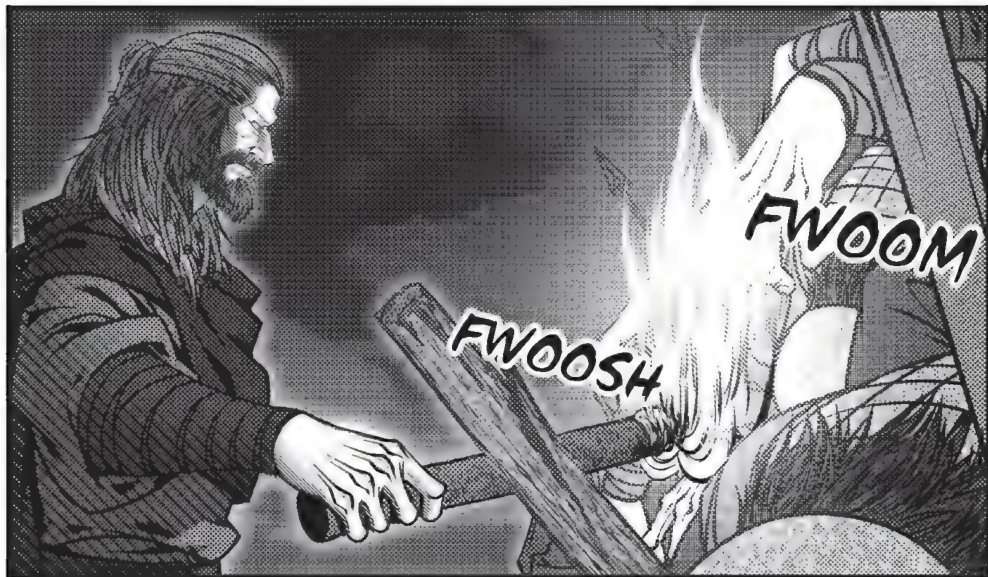


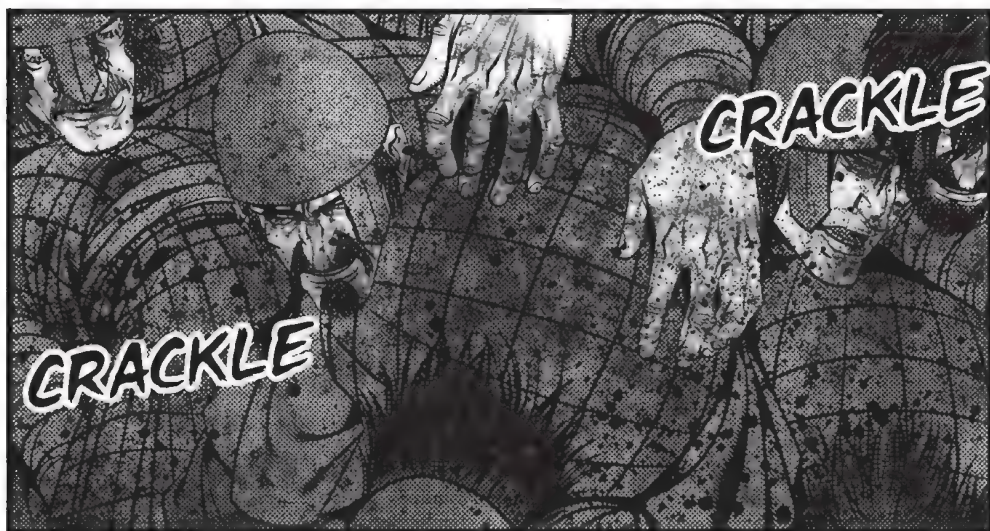
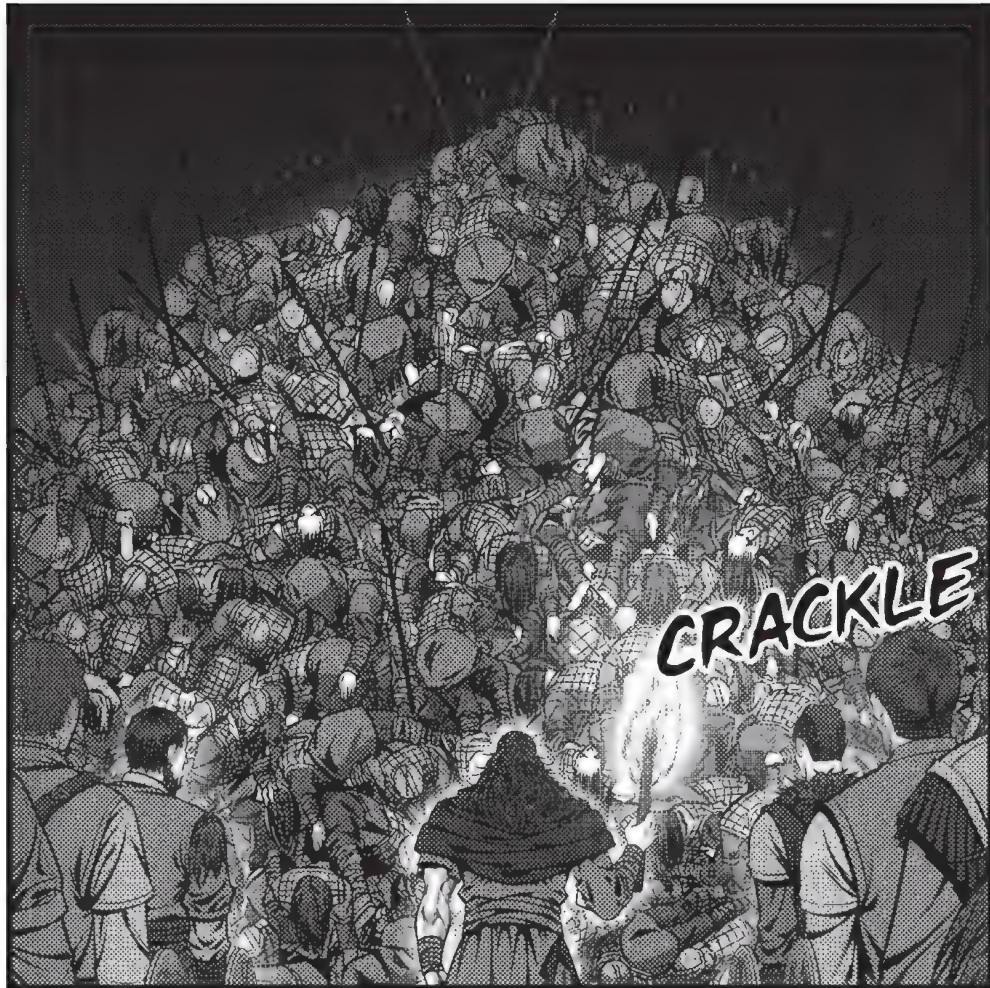
HAH! WHAT
THESE SAXONS
LACK IN COMBAT,
THEY MAKE UP
FOR IN THEIR
ABILITY TO
RUN.

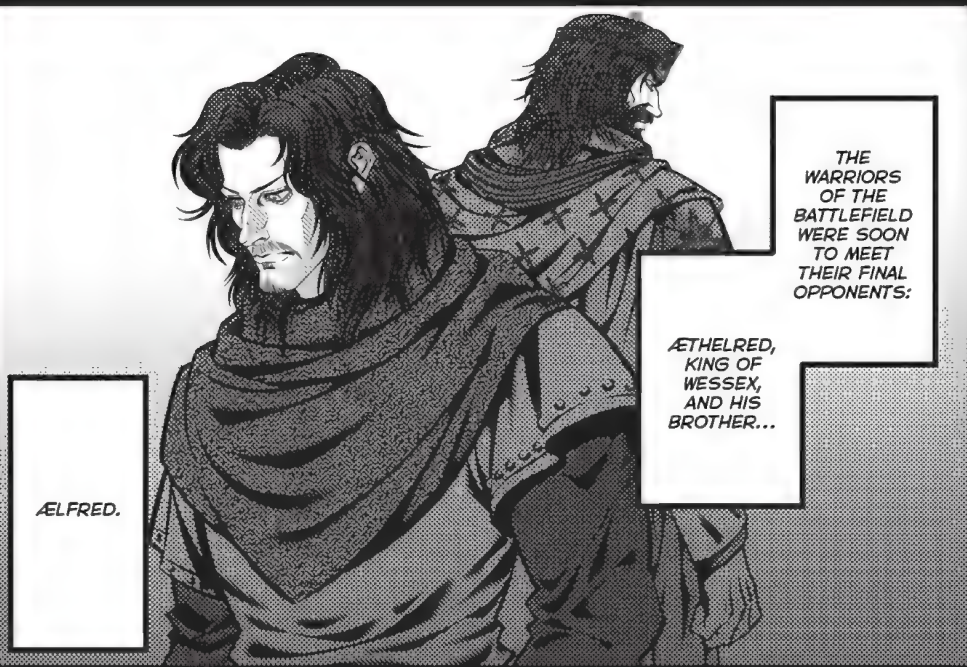
IT'S A SHAME
ÆTHELRED AND
ÆLFRED SLIPPED
THROUGH OUR
FINGERS AGAIN!



WHERE ARE
WE CHASING
THEM TO?



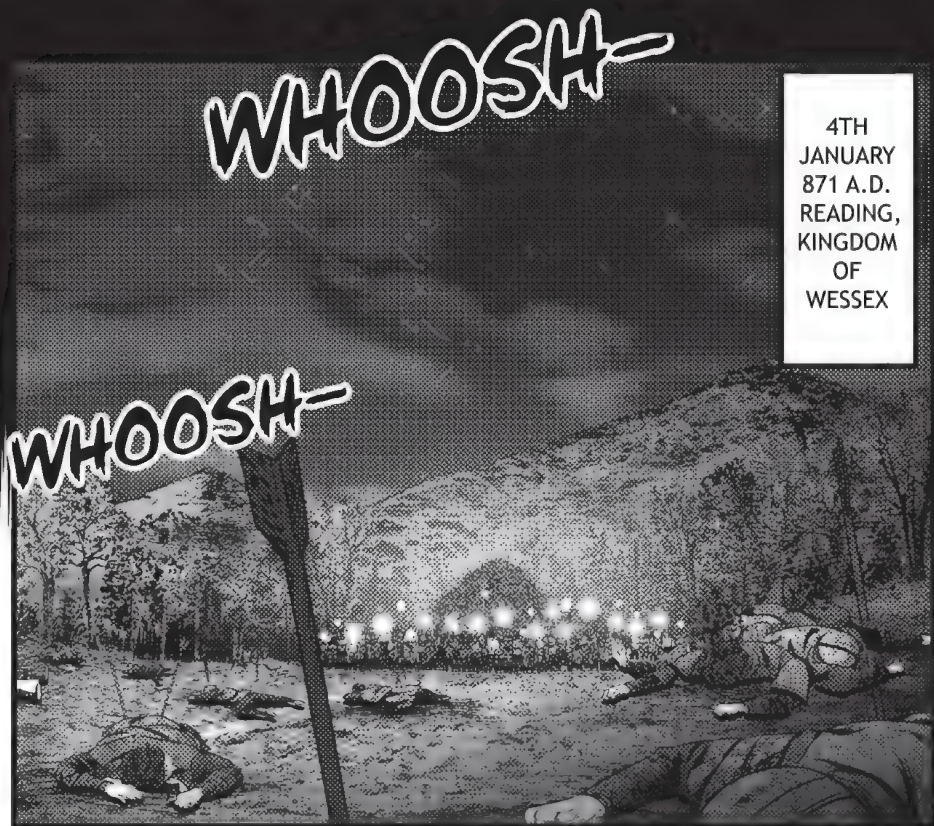




ÆLFRED.

THE
WARRIORS
OF THE
BATTLEFIELD
WERE SOON
TO MEET
THEIR FINAL
OPPONENTS:

ÆTHELRED,
KING OF
WESSEX,
AND HIS
BROTHER...



4TH
JANUARY
871 A.D.
READING,
KINGDOM
OF
WESSEX

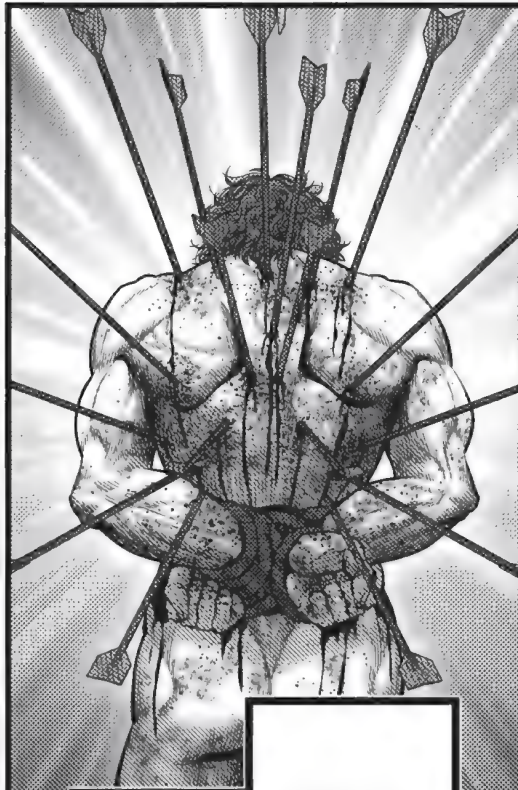
BECAUSE
THREE OF
THE FOUR
ENGLISH
KINGDOMS
HAD FALLEN
TO THEM!

CASUALTIES
WERE
UNAVOIDABLE,
BUT THE SPIRITS
AND MORALE OF
EACH VIKING WAS
SOARING...



ALL THAT
REMAINED
WAS
WESSEX...

AND WITH IT,
THEY WOULD
SECURE A
COMPLETE
VICTORY!



IN 870 AD,
EDMUND, KING
OF EAST ANGLIA,
WAS "ENTIRELY
COVERED WITH
THEIR MISSILES,
LIKE THE
BRISTLES OF A
HEDGEHOG."

WHILE THIS
EARNED HIM
THE NOBLE
TITLE OF
MARTYR,
EAST ANGLIA
THENCE FELL
TO IVARR.

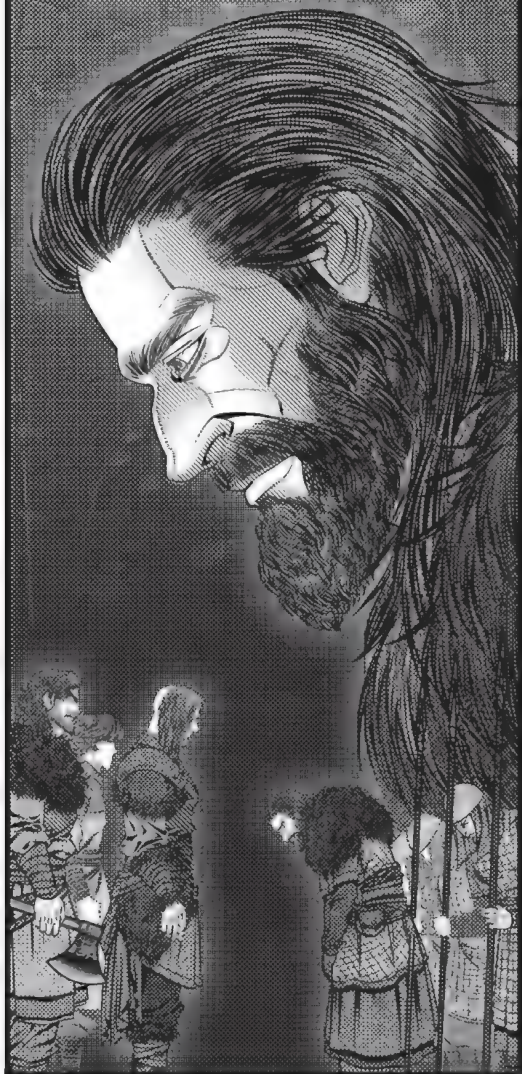


THE
DESPERATE
KING OF
MERCIA,
BURGRED,
COULD ONLY
BOW DOWN
AND MAKE
PEACE...

IN 868
AD, FACED
WITH THE
UNIMPEDED
ADVANCE OF
THE GREAT
HEATHEN
ARMY...


AFTER THEIR
GREAT VICTORY,
THE VIKINGS
TORE HIM INTO A
"BLOOD EAGLE"
AS A SACRIFICE
TO ODIN.

IN 870 AD,
THE FIRST
TO FALL WAS
KING ÆLLA OF
NORTHUMBRIA.



BOOM






**THE
GREAT
HEATHEN
ARMY!**

BOOM

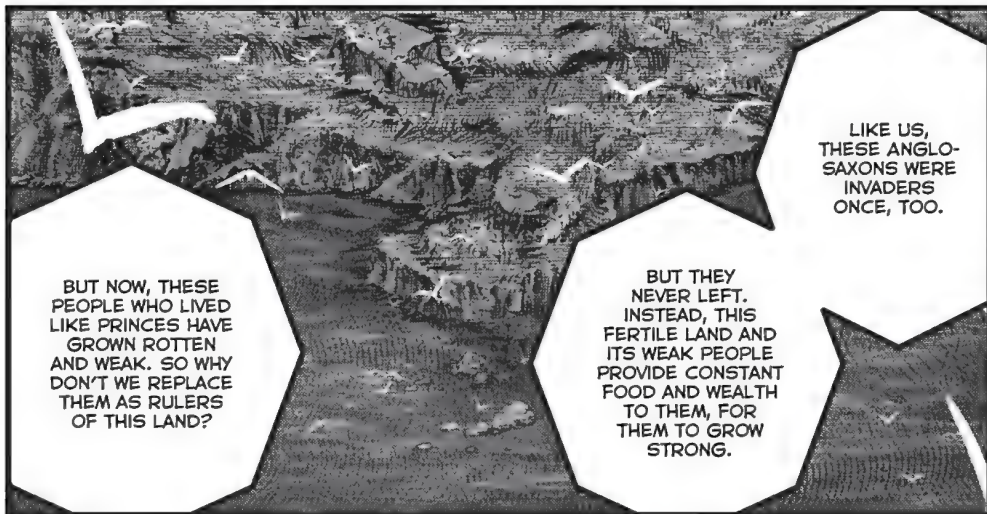
Chapter 5





AFTER TODAY,
ANYONE WHO
SETS FORTH TO
CONQUER LAND
IN THE NAME
OF THE VIKINGS
WILL CLAIM NOT
ONLY THE SPOILS
OF BATTLE, BUT
ALSO...

LAND,
PEOPLE,
AND
TAXES!



LIKE US,
THESE ANGLO-
SAXONS WERE
INVADERS
ONCE, TOO.

BUT NOW, THESE
PEOPLE WHO LIVED
LIKE PRINCES HAVE
GROWN ROTTEN
AND WEAK. SO WHY
DON'T WE REPLACE
THEM AS RULERS
OF THIS LAND?

BUT THEY
NEVER LEFT.
INSTEAD, THIS
FERTILE LAND AND
ITS WEAK PEOPLE
PROVIDE CONSTANT
FOOD AND WEALTH
TO THEM, FOR
THEM TO GROW
STRONG.



IF WE DO,
NOT ONLY
WILL WE
BENEFIT...

OUR CHILDREN,
AND THEIR
CHILDREN AFTER
THEM - THEY'LL
NEVER LACK
FOR ANYTHING.
THEY'LL BE RICH
FOREVER!

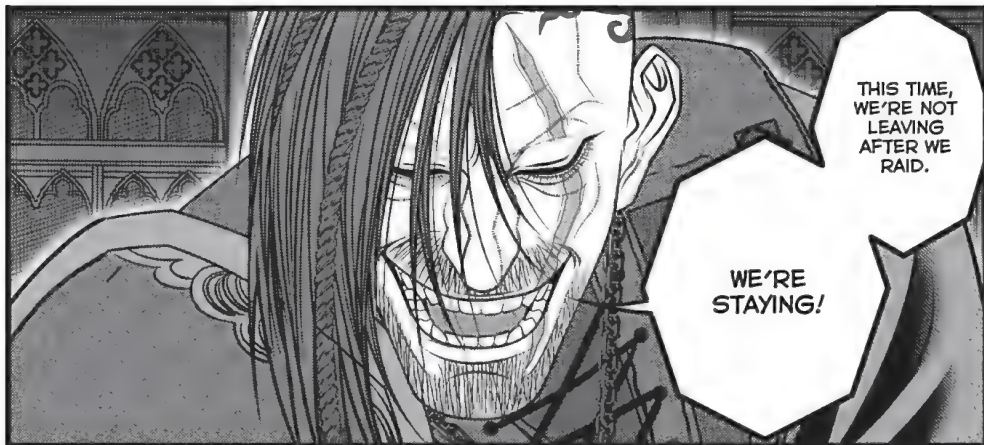


WHOOSH!

YES!



RICH,
FOREVER?



THIS TIME,
WE'RE NOT
LEAVING
AFTER WE
RAID.

WE'RE
STAYING!



WHAT?
STAYING?



THAT'S
RIGHT!

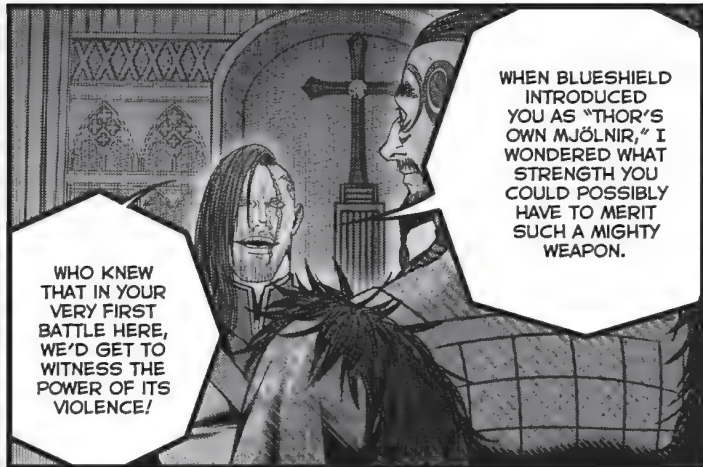
WE STAY!



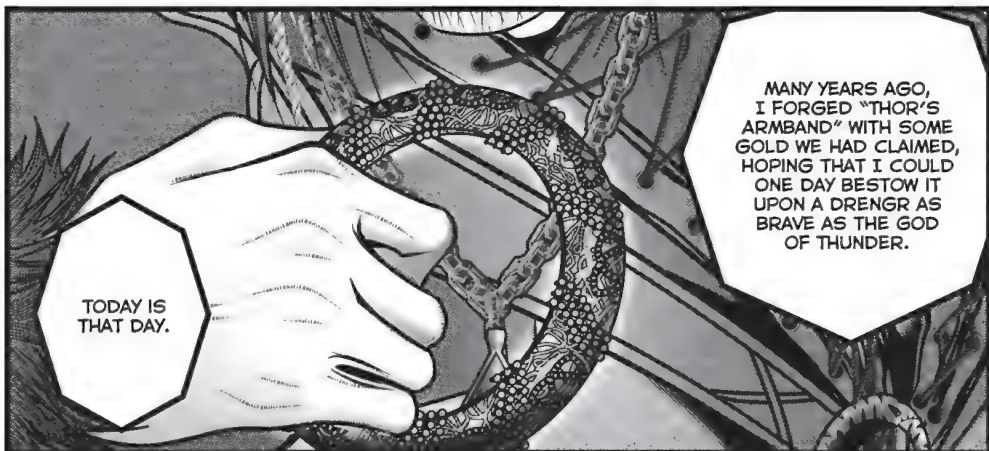




WHO KNEW
THAT IN YOUR
VERY FIRST
BATTLE HERE,
WE'D GET TO
WITNESS THE
POWER OF ITS
VIOLENCE!



WHEN BLUESHIELD
INTRODUCED
YOU AS "THOR'S
OWN MJÖLNIR," I
WONDERED WHAT
STRENGTH YOU
COULD POSSIBLY
HAVE TO MERIT
SUCH A MIGHTY
WEAPON.



TODAY IS
THAT DAY.

MANY YEARS AGO,
I FORGED "THOR'S
ARMBAND" WITH SOME
GOLD WE HAD CLAIMED,
HOPING THAT I COULD
ONE DAY BESTOW IT
UPON A DRENGR AS
BRAVE AS THE GOD
OF THUNDER.



BJÖRN, MAY
YOU BE AS
INVINCIBLE AS
LIGHTNING
ITSELF!



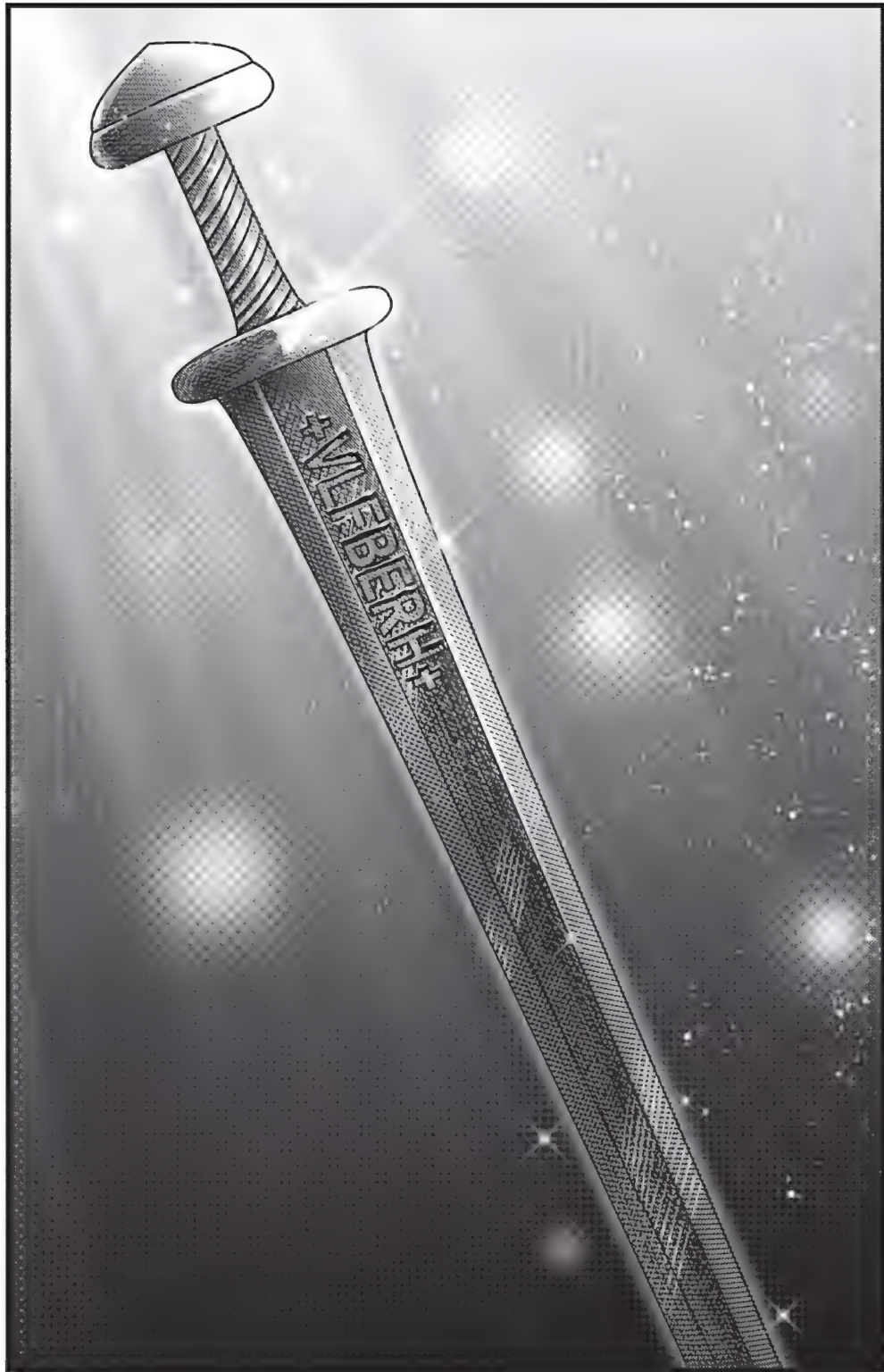
THOUGH HE
HAS ASCENDED
TO VALHALLA WITH
THE VALKYRIES
NOW, I'M SURE HE
WOULDN'T WANT
THIS FLAME TO
DIE WITH HIM.

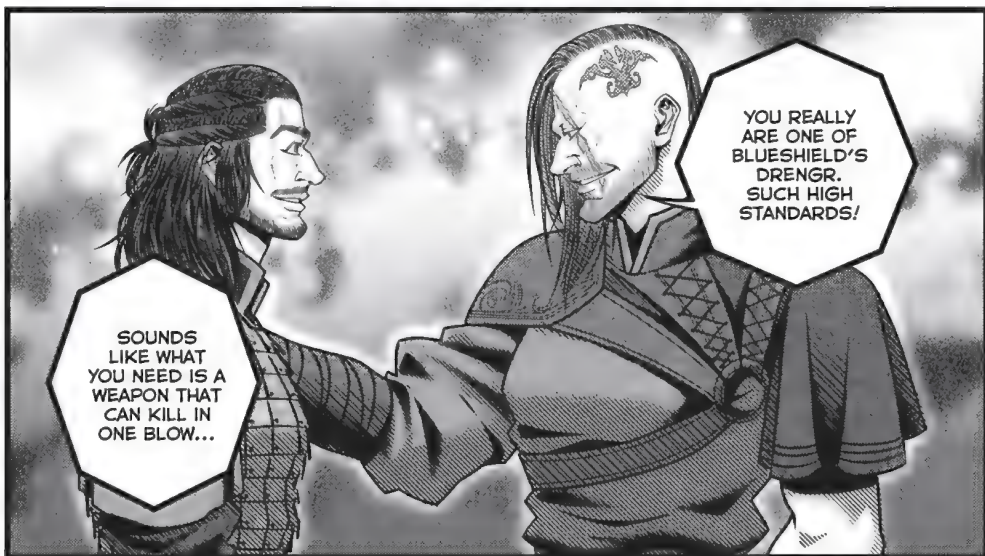
THIS IS "ODIN'S
FLAME." IT CAN
PIERCE THROUGH
ANY ARMOR OR
SHIELD. BEFORE
MY FATHER RAGNAR
DIED, IT HELPED
HIM WIN MANY A
BATTLE.



ULF, USE
THIS FLAME
TO SET
THE WORLD
ALIGHT...

AND
BECOME
YOUR OWN
LEGEND!







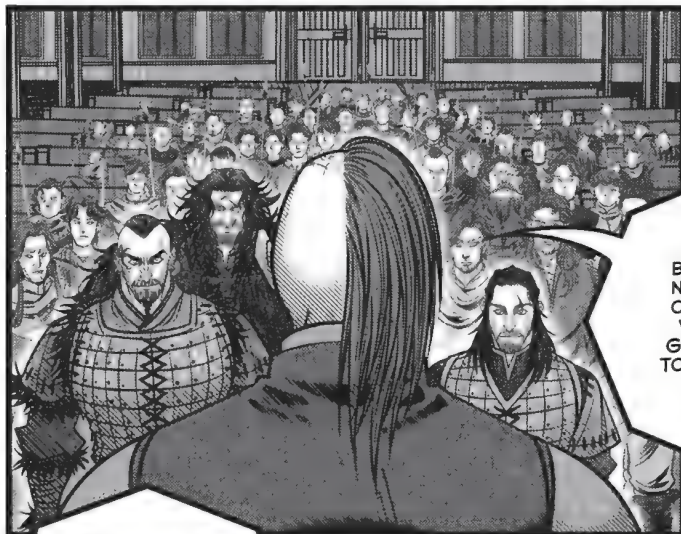
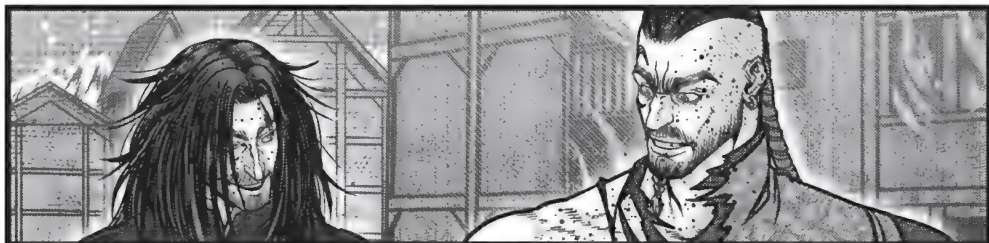
I HEARD THE
PAPER TIGER
ÆLLA...

ABANDONED
HIS PEOPLE
AND ESCAPED
THE CITY WHEN
HE SAW HE
WAS LOSING.



WHERE'S
LORD
IVARR? WHY
ISN'T HE
WITH YOU?

THEY'VE
GONE
TO YORK
MINSTER.

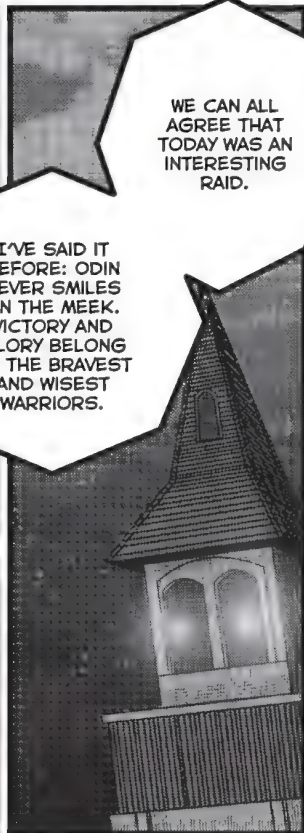


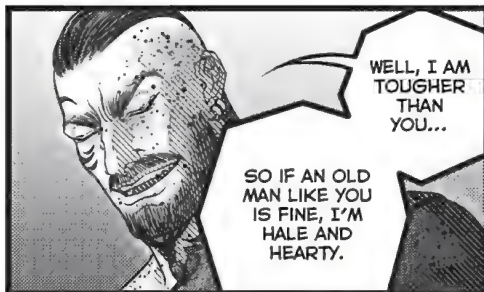
WE CAN ALL
AGREE THAT
TODAY WAS AN
INTERESTING
RAID.

I'VE SAID IT
BEFORE: ODIN
NEVER SMILES
ON THE MEEK.
VICTORY AND
GLORY BELONG
TO THE BRAVEST
AND WISEST
WARRIORS.



AS IS OUR
HONORED TRADITION
IN NORWAY, THE MOST
OUTSTANDING OF OUR
BROTHERS MUST BE
REWARDED...





WELL, I AM
TOUGHER
THAN
YOU...

SO IF AN OLD
MAN LIKE YOU
IS FINE, I'M
HALE AND
HEARTY.



I'M FINE!
THE
BLOOD'S
ALL HIS.

I NEVER
THOUGHT
WE'D RUN
INTO A LUMP
BIGGER
THAN YOU
HERE.

AND YOU?
WERE YOU
HURT?



WHO
DO I HEAR
BLOWING HIS
OWN HORN?



HAHAHA
HAHA!

THUD!



WELL DONE.
SEEMS LIKE YOU
REMEMBERED THE
SECOND THING
I TOLD YOU: THE
BATTLEFIELD IS
NOT THE PLACE
FOR SOLO
HEROICS.

MUTUAL
AID IS
THE TRUE
PATH TO
VICTORY.

W-WELL, IT'S
TRUE THAT MY
OLD BROTHER DID
GIVE ME A HAND,
THOUGH HIS
ABILITIES STILL
FALL SHORT
OF MINE...

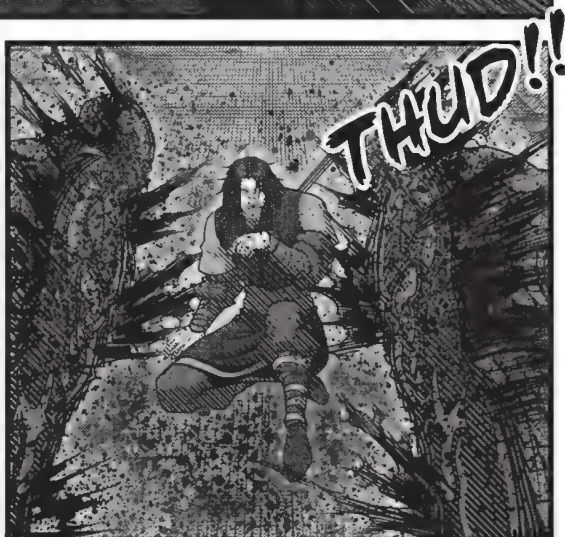
WHAT DO YOU
MEAN "BLOWING
MY OWN HORN,"
BLUESHIELD?
ARE YOU
DOUBTING ME?



OLD
MAN!

HAAH

HAAH



ARE YOU
ALL RIGHT?

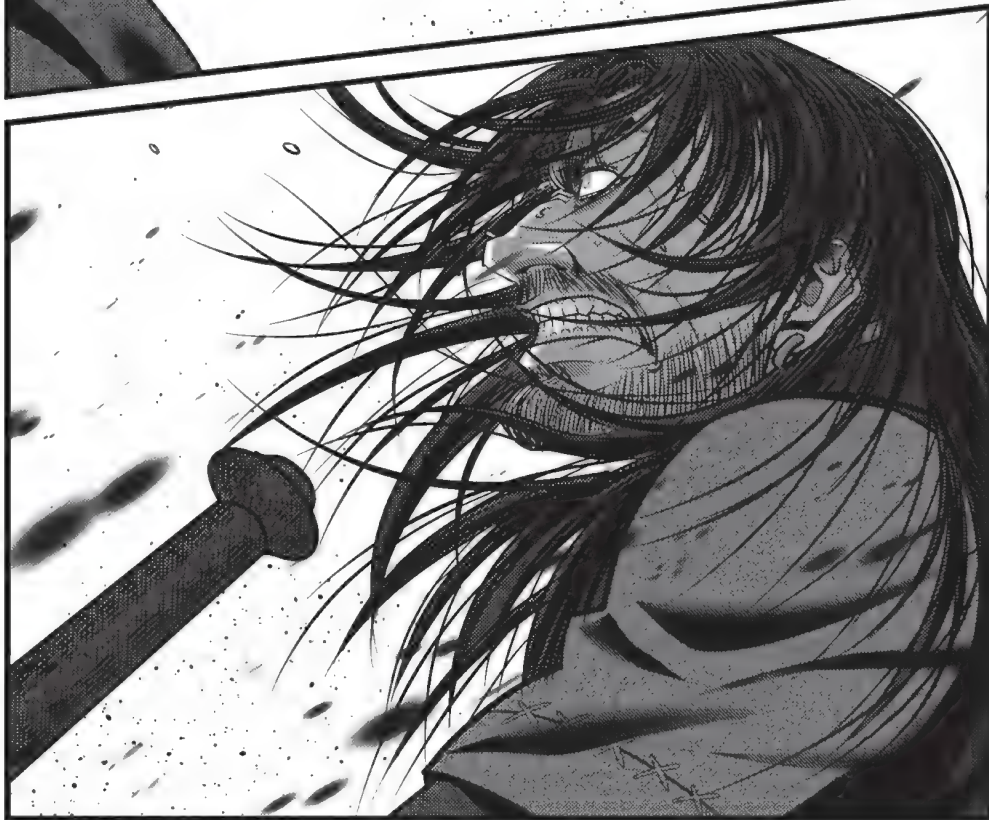
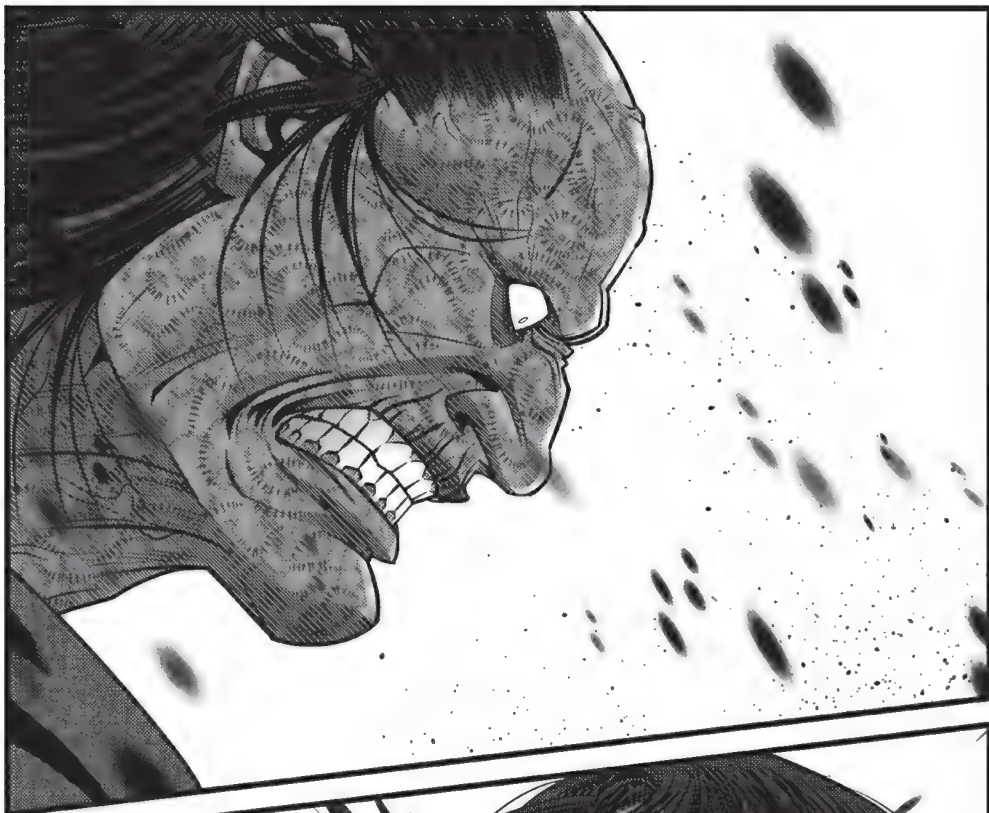








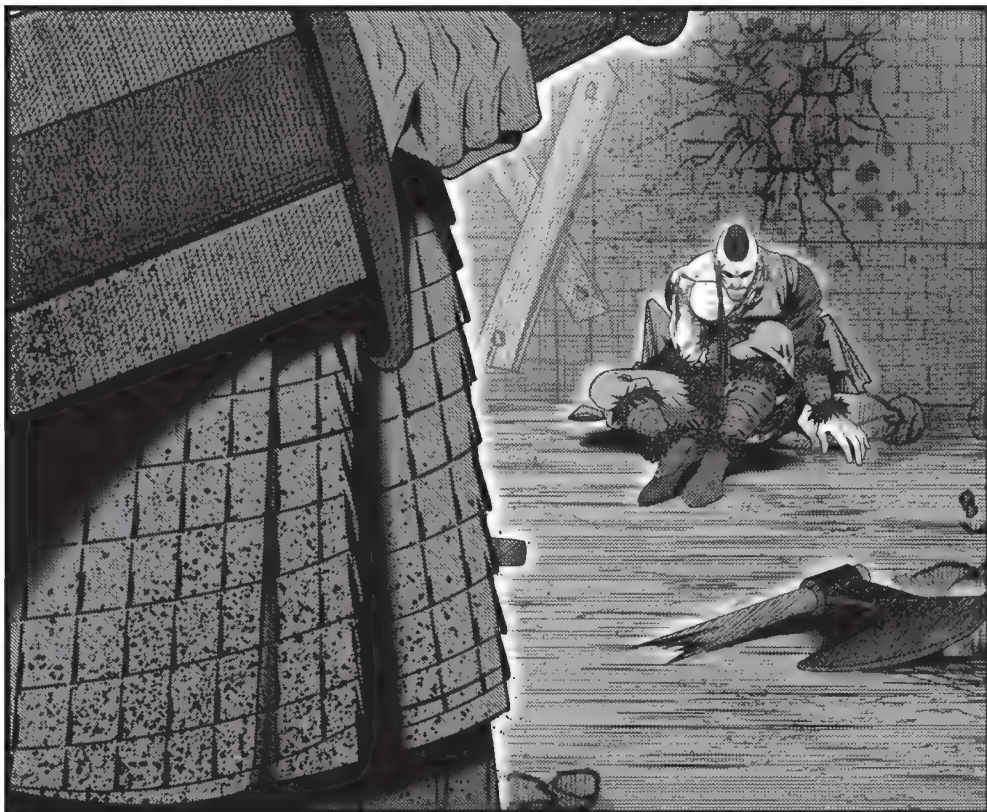




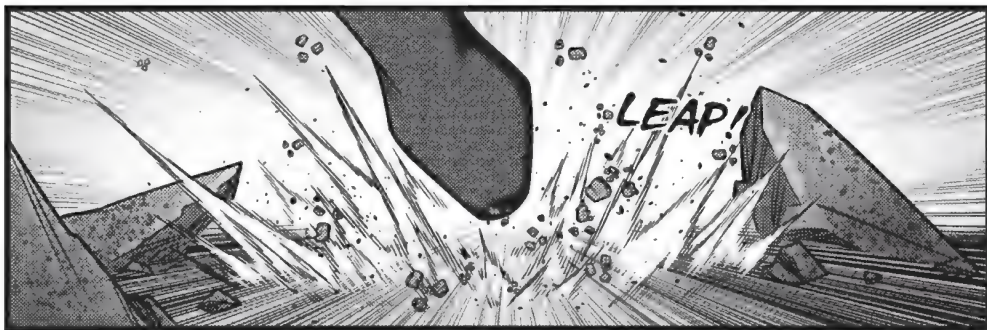




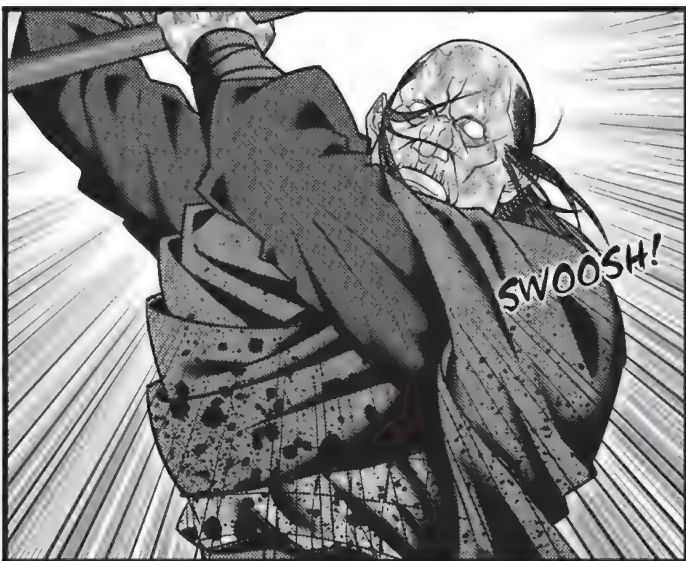
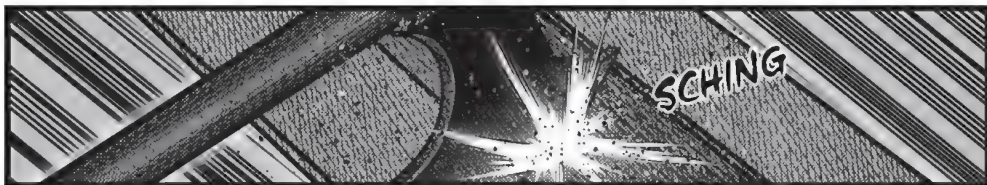
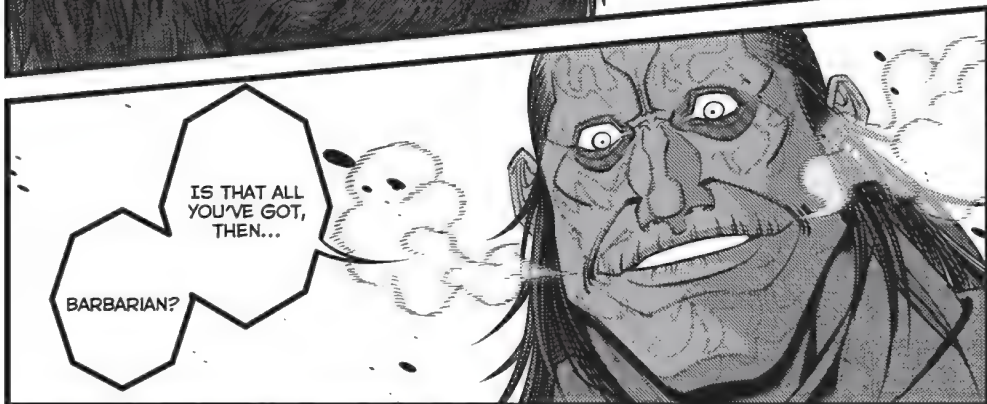




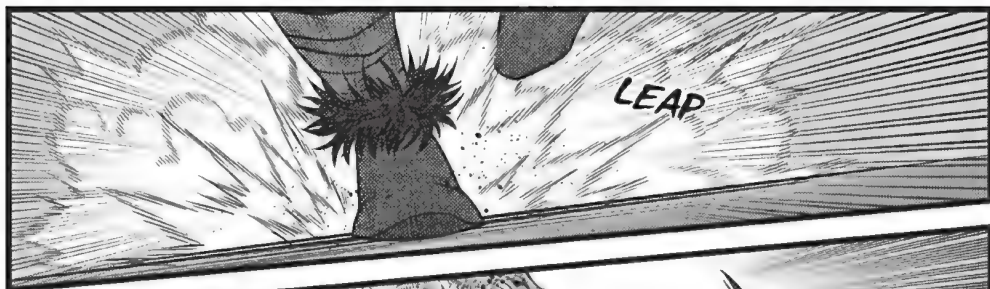






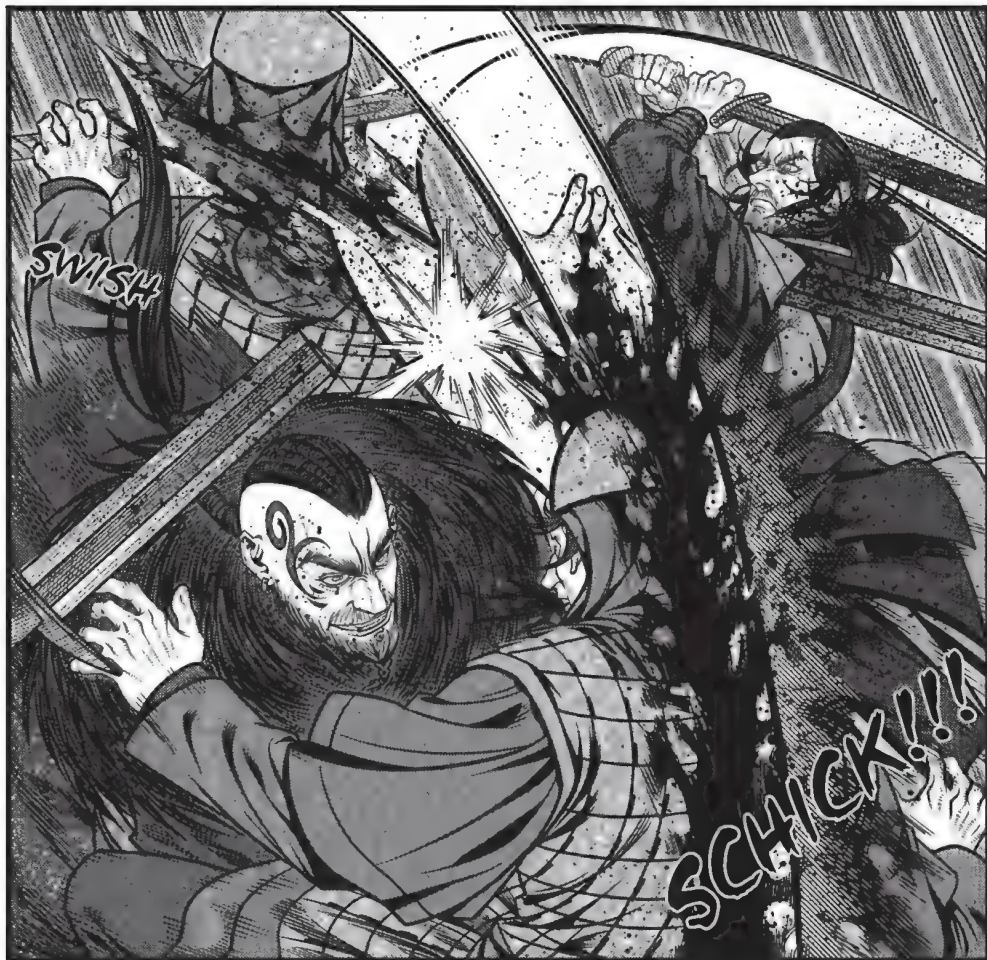












HMPH/ EVERYONE
AGREED TO IVARR'S
MIDNIGHT SNEAK
ATTACK. BUT WE'VE
ONLY JUST WARMED
UP, AND NOW THE
BATTLE'S ENDING...

THESE ENGLISH
SHEEP ARE EVEN
WEAKER THAN I
IMAGINED. I'M
STARTING TO MISS
THE WOLVES BACK
IN NORWAY...



DOOM

YES, YOUR
MAJESTY!

DOOM



EVEN IF
THEY WERE
DEMONS, I
WOULDN'T LET
THEM LEAVE
HERE ALIVE...

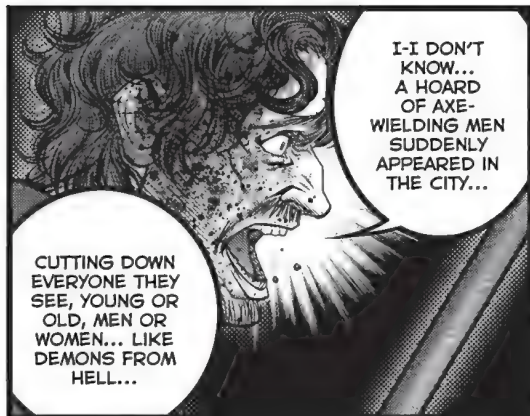


HAH! IF
IT'S JUST
A HUNDRED
MEN, WHAT
ARE YOU
AFRAID
OF...?



CHIEF
OF GUARDS.
BEHEAD THESE
HEATHENS, AND
HAVE THEIR
HEADS HUNG
ON THE CITY
WALLS.

LET IT BE
KNOWN TO
ALL THAT
I AM THE
MIGHTIEST
KING OF
ENGLAND!



I-I DON'T
KNOW...
A HOARD
OF AXE-
WIELDING MEN
SUDDENLY
APPEARED IN
THE CITY...

CUTTING DOWN
EVERYONE THEY
SEE, YOUNG OR
OLD, MEN OR
WOMEN... LIKE
DEMONS FROM
HELL...

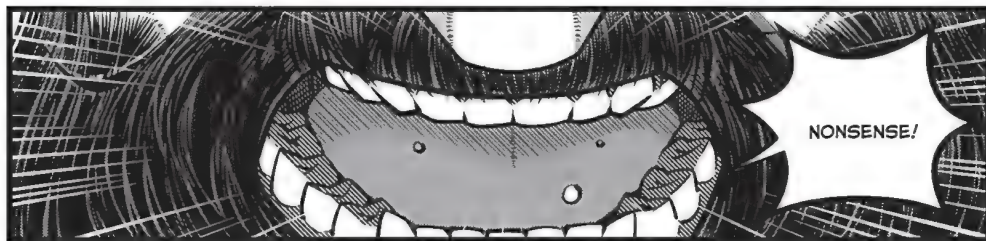


H-HEATHENS?

HOW COULD
THERE POSSIBLY
BE HEATHENS IN
NORTHUMBRIA?



PERHAPS
THE LORD
SENT THEM
HERE TO
PUNISH US.



NONSENSE!



I-IT'S HARD
TO SAY.
ABOUT A
HUNDRED...



HOW
MANY ARE
THERE?

Chapter 4

AND SO, WITH
THE ANGELS
AND ALL THE
SAINTS WE
DECLARE YOUR
GLORY...

...OUR
BROTHERS
AND SISTERS
WHO GLORY
THERE SING
YOUR PRAISES
EVERMORE.

WE ON THIS
EARTH DEPEND
ON THEIR EXAMPLE
AND INTERCESSION
TO OVERCOME
OUR WEAKNESSES,
THAT ON OUR FAITH
WE MAY ASCEND
JOYOUSLY TO
HEAVEN.

BANG!

AS WITH
ONE
VOICE WE
ACCLAIM:
HOLY! HOLY!

HAH

THOSE
NORTHERN
HEATHENS
ARE
STORMING
THE CITY!

YOUR
MAJESTY,
KING
ÆLLA,
WE...
WE'RE
UNDER
ATTACK!

HUFF

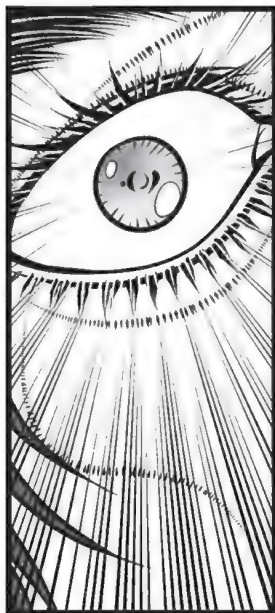


ASSASSIN'S
CREED

VALHALLA

BLOOD BROTHERS







FEAST
HIS
EYES?

WHAT'S
THERE TO
SEE IN THE
CATHEDRAL?



MEANWHILE,
WE'RE
STANDING
GUARD
DURING A
FESTIVAL...

EVEN THE
CAPTAIN
SLIPPED
INTO THE
CATHEDRAL
TO FEAST
HIS EYES.

SAY, WHY
DO YOU
THINK THE
FORTUNES
OF MEN
DIFFER
SO MUCH?

SOME MEN
ARE LUCKY
ENOUGH TO
BECOME KING
WITH THE
FLICK OF A
WRIST.



WELL NOW
THAT YOU
MENTION IT,
I THINK I'D
LIKE TO TAKE
A LOOK TOO!

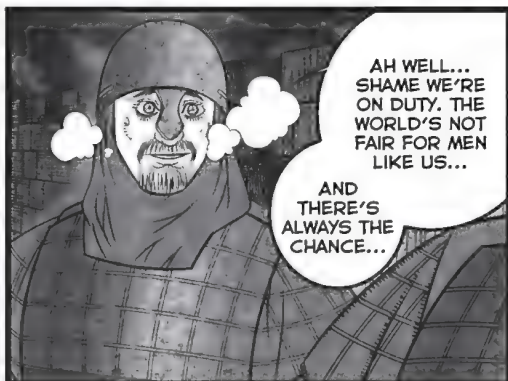
ALL THE
NOBLEWOMEN
ARE AT THE
SERVICE FOR
ALL SAINTS'
DAY.

YOU'RE
A SLOW
ONE...



THE
CHANCE
OF WHAT?

WHAT KIND
OF ENEMY
WOULD
ATTACK ON
A FREEZING
COLD DAY
LIKE THIS?



AH WELL...
SHAME WE'RE
ON DUTY. THE
WORLD'S NOT
FAIR FOR MEN
LIKE US...

AND
THERE'S
ALWAYS THE
CHANCE...



FOR THEIRS IS
THE KINGDOM
OF HEAVEN...



THE NEW
KING OF
NORTHUMBRIA
ÆLLA



...BLESSSED
ARE THE
PEACEMAKERS,
FOR THEY
SHALL BE
CALLED THE
CHILDREN OF
GOD.

BLESSSED ARE
THEY WHICH ARE
PERSECUTED FOR
RIGHTEOUSNESS'
SAKE...

1ST NOVEMBER,
866 A.D.

KINGDOM OF
NORTHUMBRIA
THE CITY
OF YORK

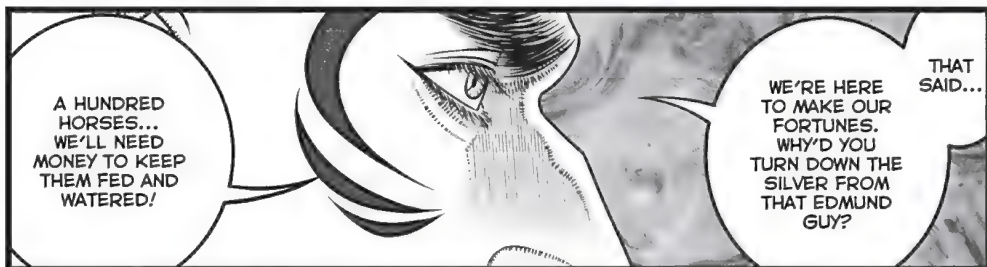
RUSTLE

CHATTER

MURMUR

DONG!

YORK
MINSTER





RAGNAR'S
BOYS! LONG
TIME NO
SEE!

IT'S
BEEN A
WHILE, YOU
BEARDED
OLD
BOAR.

TEN YEARS
LATER, AND
YOU'RE STILL
AS MIGHTY
AS A WAR
GOD!



THERE'S
MORE THAN
JUST MEAD
IN THIS
BARREN
SHITHOLE!



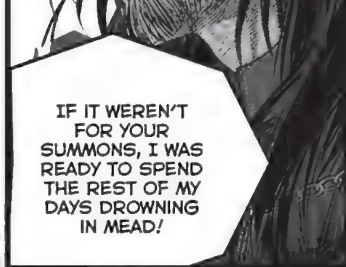
HAHAHA!
HERE YOU
CAN DRINK
TO YOUR
HEART'S
CONTENT!



TIME IS
A CRUEL
MISTRESS.
I'M OLD
NOW.



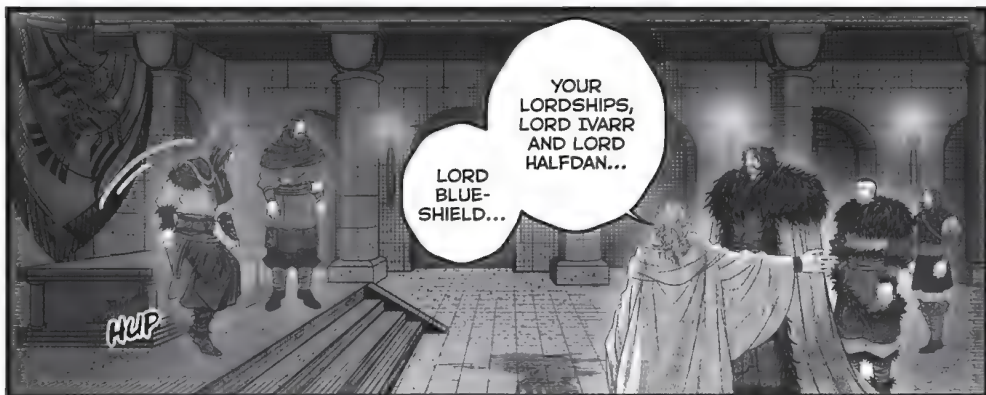
HAHAHA/
I COULD TELL
AS MUCH
FROM THE
GIFTS YOU
SENT ME.




IF IT WEREN'T
FOR YOUR
SUMMONS, I WAS
READY TO SPEND
THE REST OF MY
DAYS DROWNING
IN MEAD!




NOW IT'S
MY TURN TO
BRING YOU
GIFTS!





ALL RIGHT.
WE'LL HELP YOU.
WE CAN'T KEEP
INCONVENIENCING
THE GOOD KING
EDMUND, AFTER
ALL.

NO NEED
FOR SILVER.
JUST SEND US A
HUNDRED STRONG
HORSES IN TEN
DAYS!



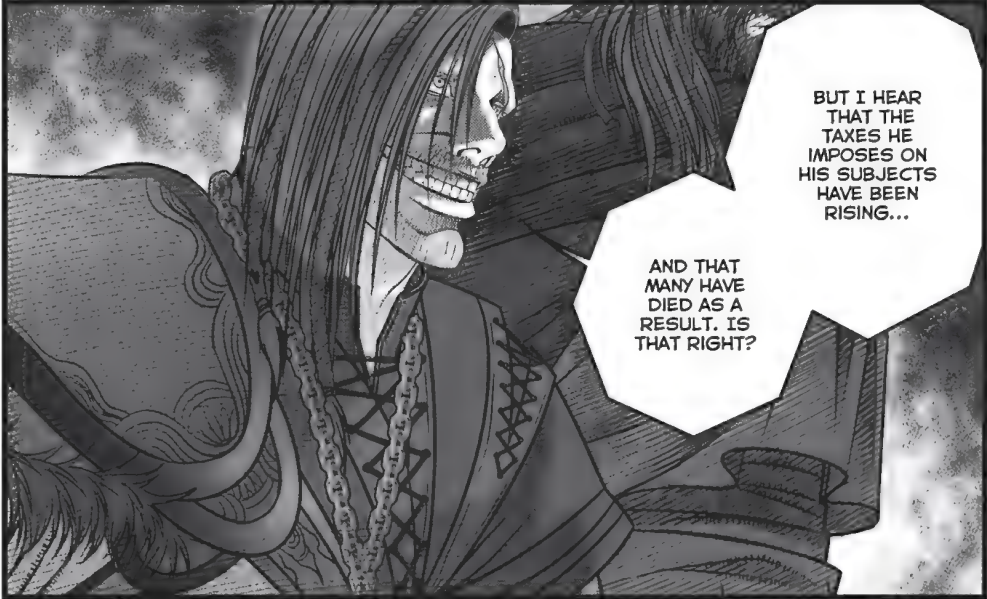
KING EDMUND IS
A GENEROUS MAN
INDEED. EVERY
GIFT HE SENDS
OVERFLOWS WITH
SINCERITY.



HE HOPES
THAT THE
PEACE
W-WILL
CONTINUE...

AND HE
S-SENDS
2000
POUNDS OF
SILVER AS A
SIGN OF HIS
RESPECT.

AH... HIS
M-MAJESTY
KING EDMUND
THANKS YOUR
LORDSHIPS
FOR ABIDING
BY THE
T-TRUCE...



BUT I HEAR
THAT THE
TAXES HE
IMPOSES ON
HIS SUBJECTS
HAVE BEEN
RISING...

AND THAT
MANY HAVE
DIED AS A
RESULT. IS
THAT RIGHT?



UH...



HEHEHE...



HEHEHE...

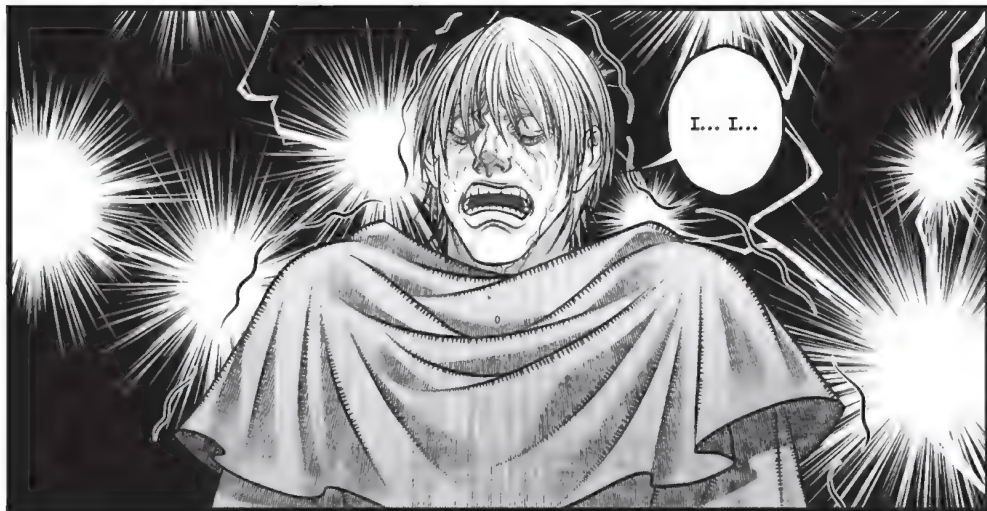
LOWER



DON'T BE
SCARED. I'M
JUST FUCKING
WITH YOU.

TELL ME...
ASIDE FROM
ASKING YOU TO
PERSUADE US
TO CONVERT...

WHAT OTHER
GIFTS DID
KING EDMUND
SEND US?





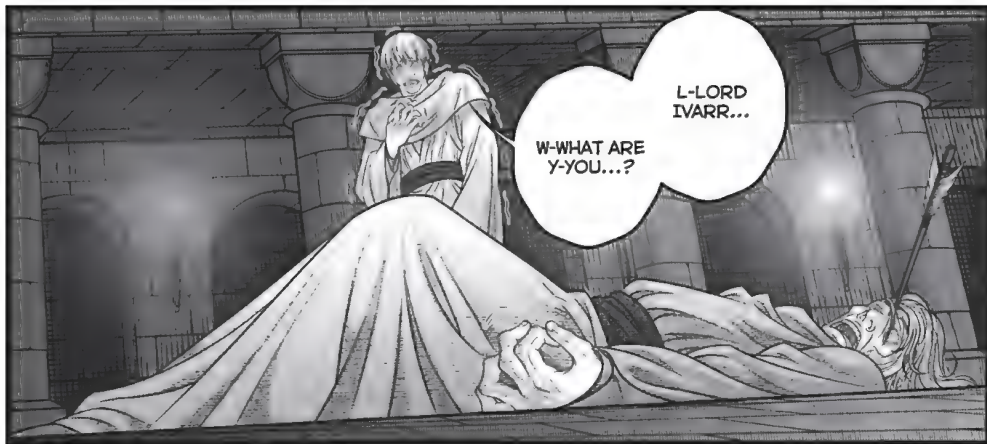
I WONDER
IF IT WAS
A LACK OF
FAITH, OR IF
YOUR GOD IS
JUST WEAK.



BUT ALL
THESE SO-
CALLED "TRUE
BELIEVERS"
HAVE FAILED
THE TEST OF
MY ARROW.



AND YOU.
ARE YOU A
BELIEVER?



L-LORD
IVARR...

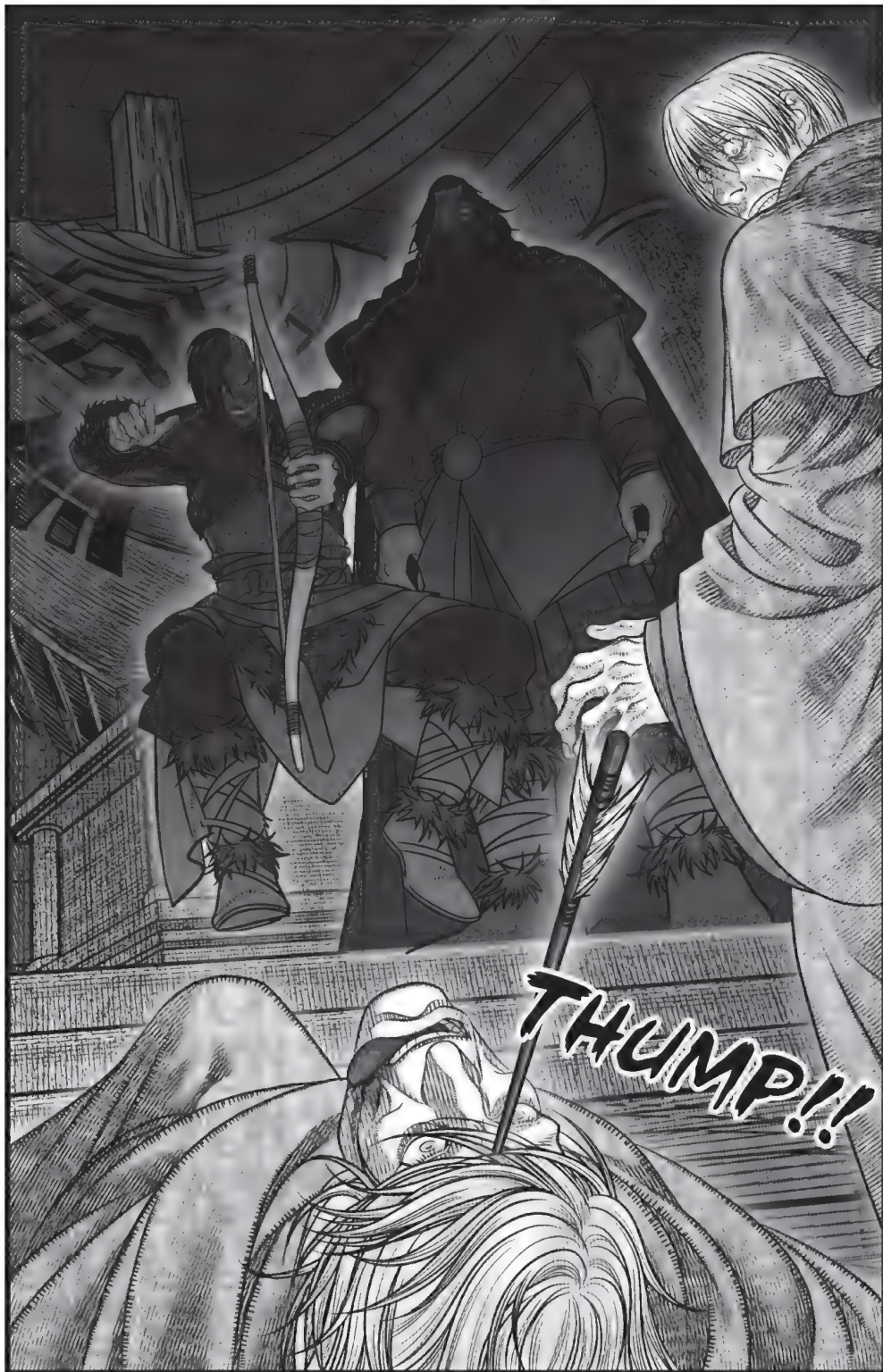
W-WHAT ARE
Y-YOU...?

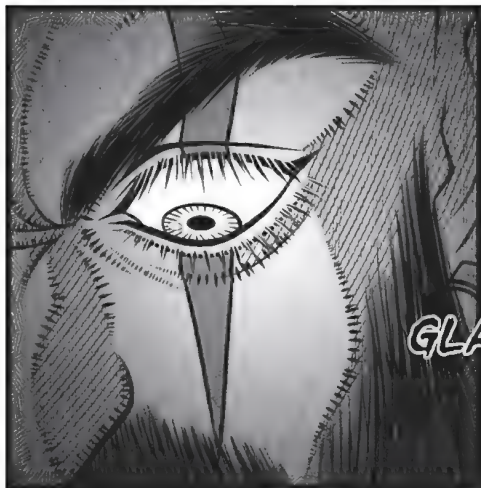


FROM THE
MOMENT I SET
FOOT IN THIS
LAND...

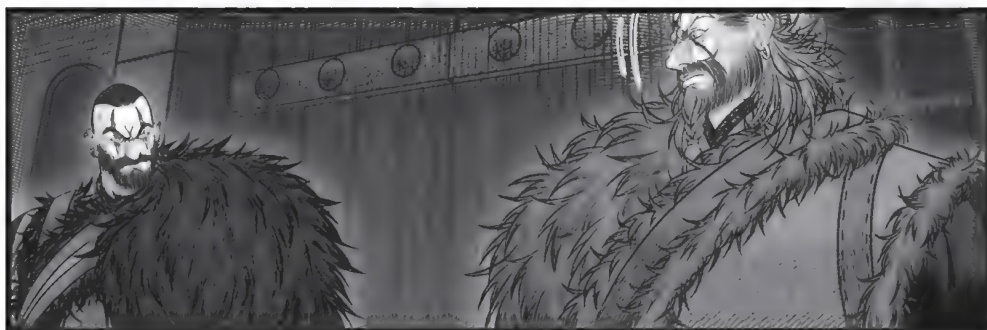
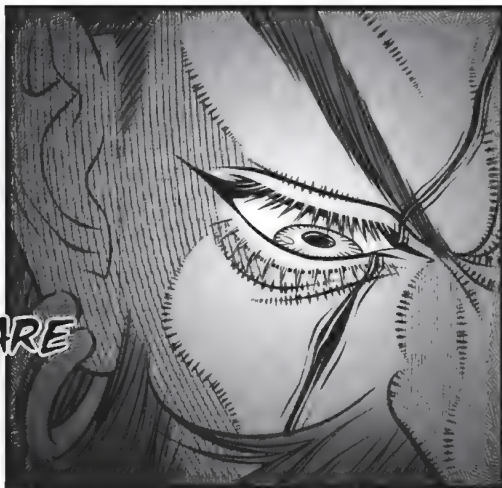
PEOPLE
HAVE TRIED TO
PERSUADE ME
TO CONVERT TO
YOUR FAITH AND
FOLLOW YOUR
GOD. PEOPLE
LIKE THIS
ASSHOLE LYING
HERE.

THEY TELL ME
THOSE WHO
BELIEVE IN
HIM WILL HAVE
ETERNAL LIFE...





GLARE



AAAAA
AAAAAA
AARGH!

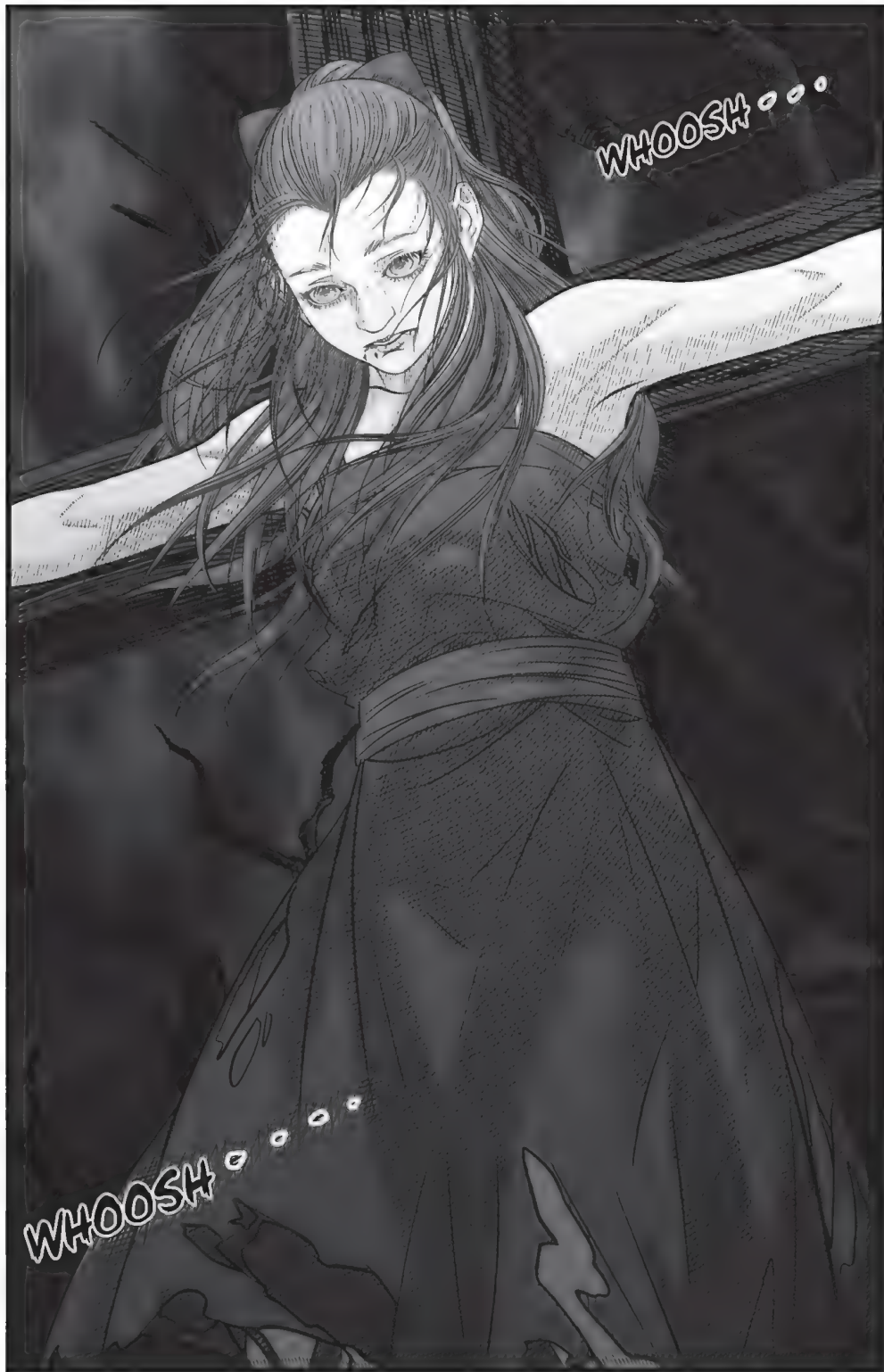


THEY ARE
HERE TO PAY
RESPECTS
TO THEIR
LORDSHIPS.

AT THE
INVITATION OF
LORD IVARR
AND LORD
HALFDAN...

LORD
BLUESHIELD
OF SCANDINAVIA
AND HIS MEN
HAVE CROSSED
THE SEAS TO
OFFER THEIR
ASSISTANCE.

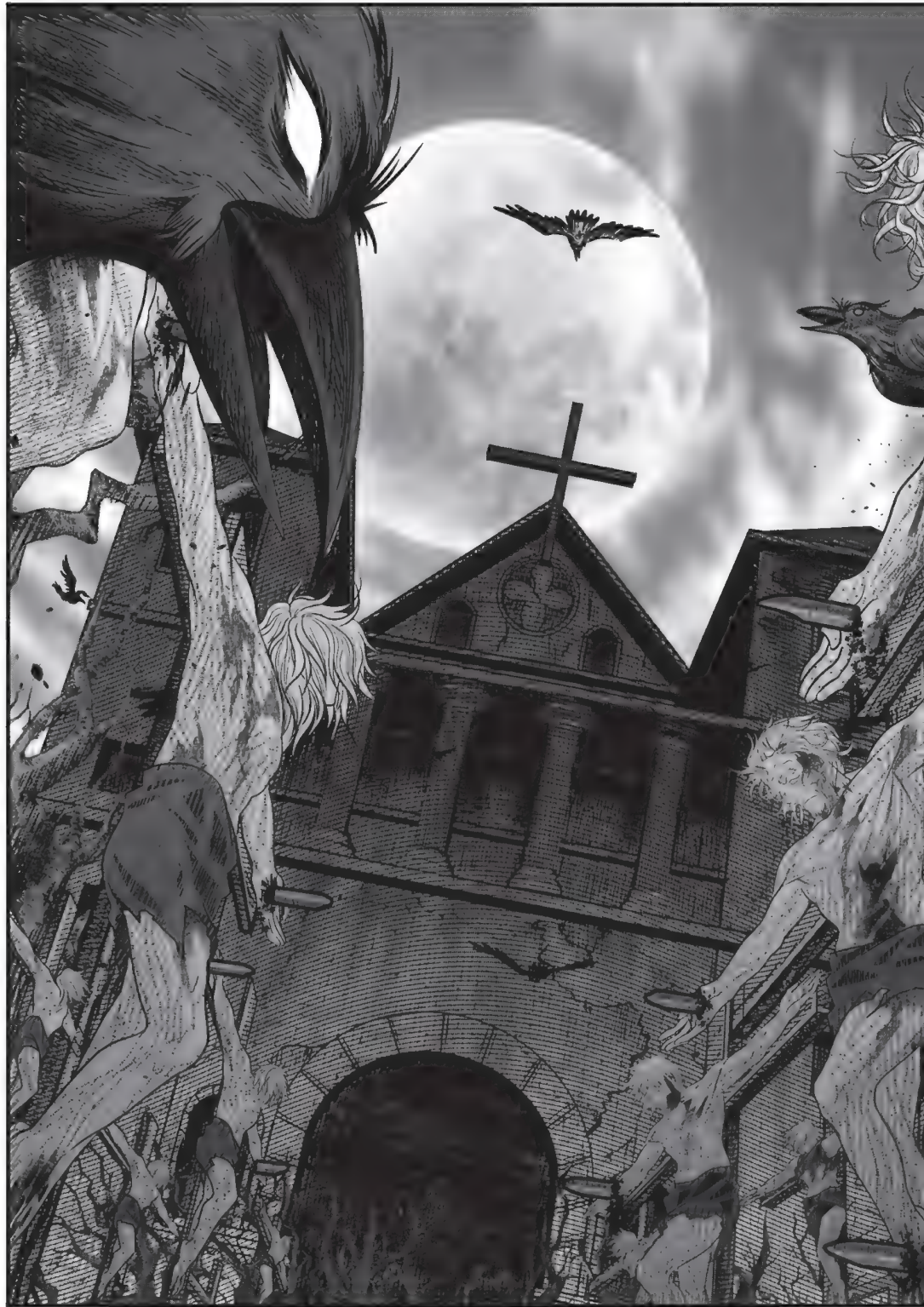




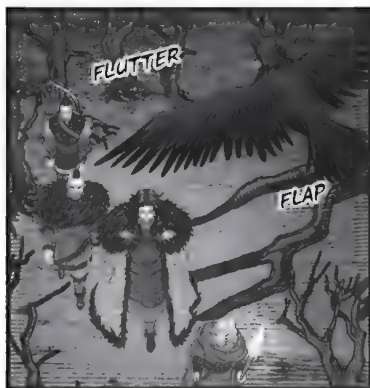


Chapter 3

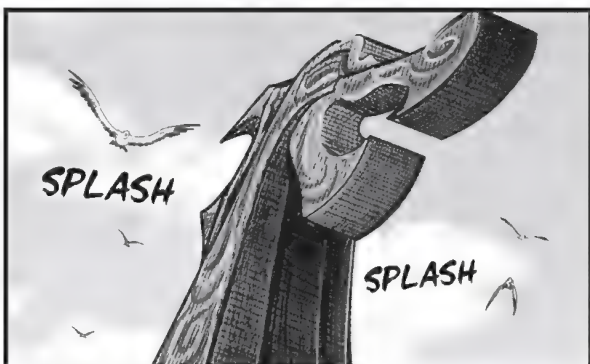
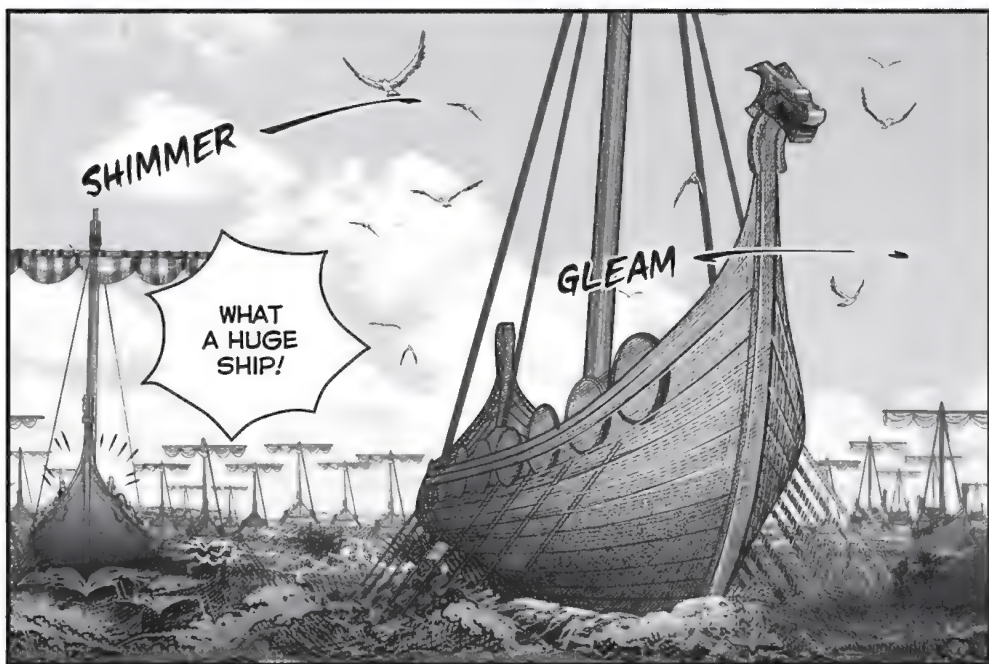
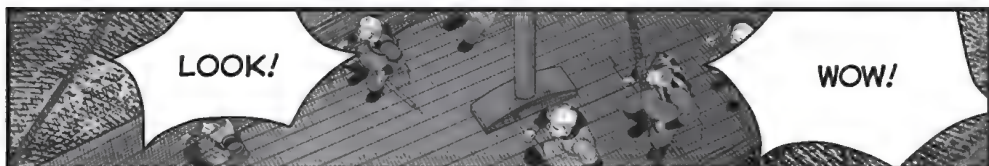
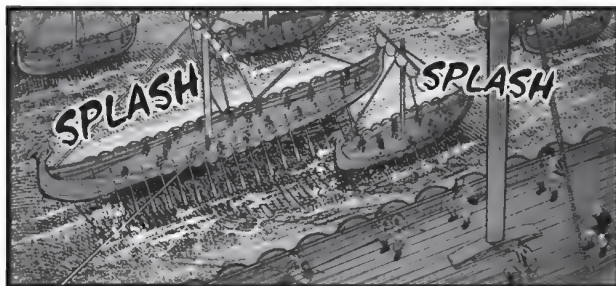


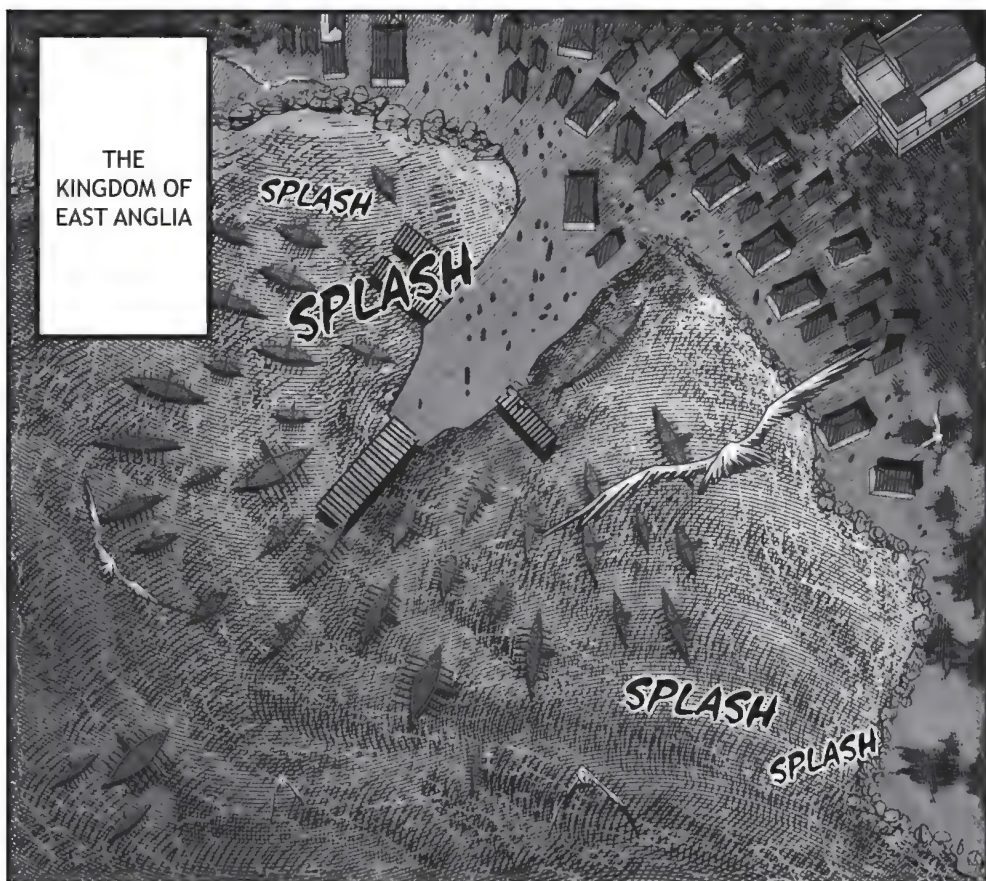


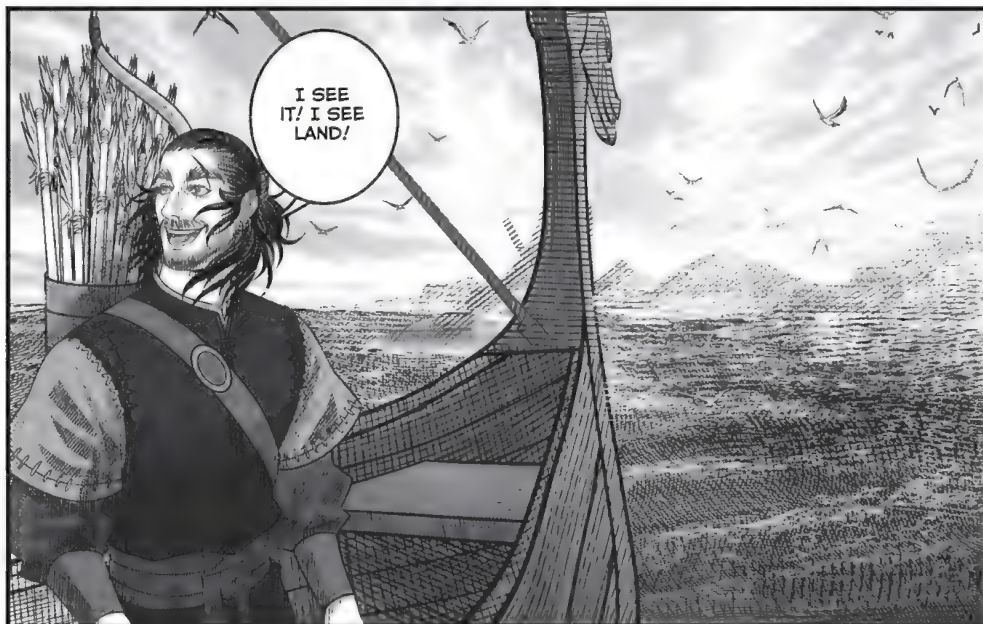
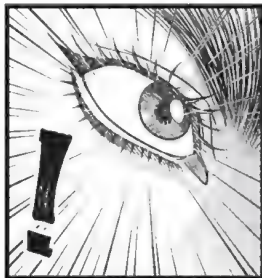


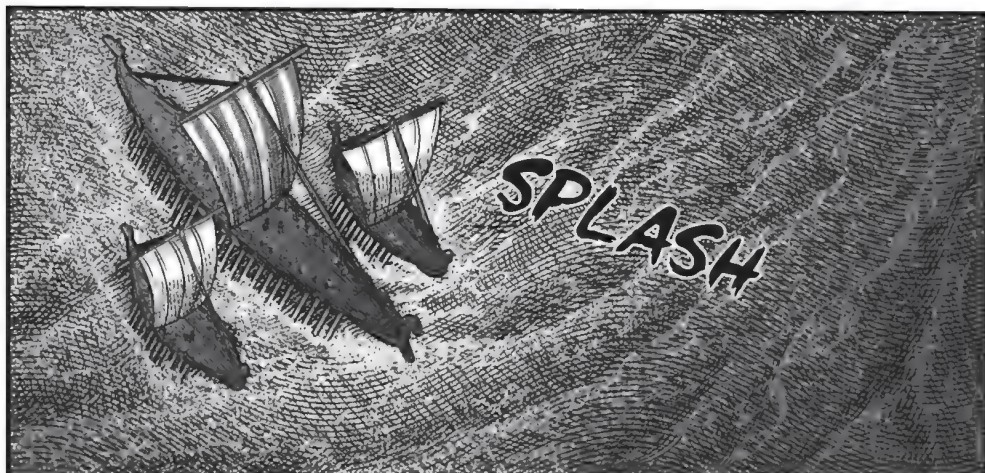
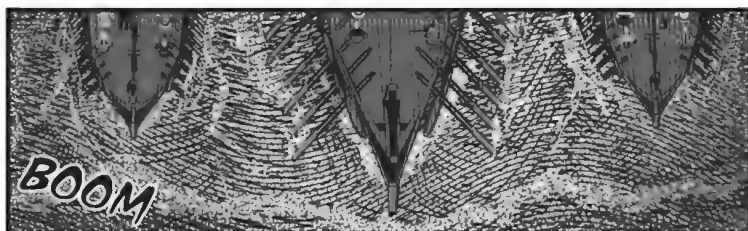






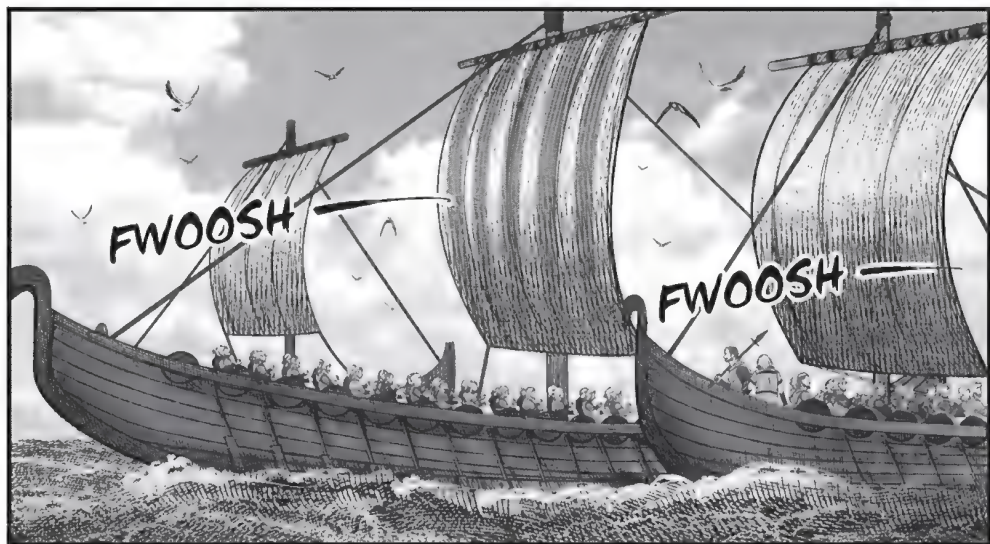


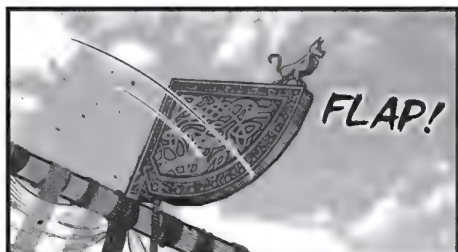
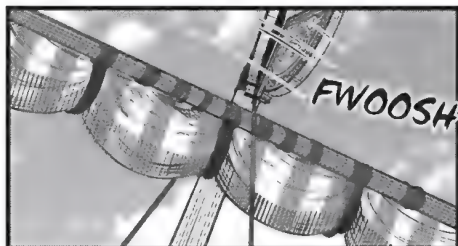
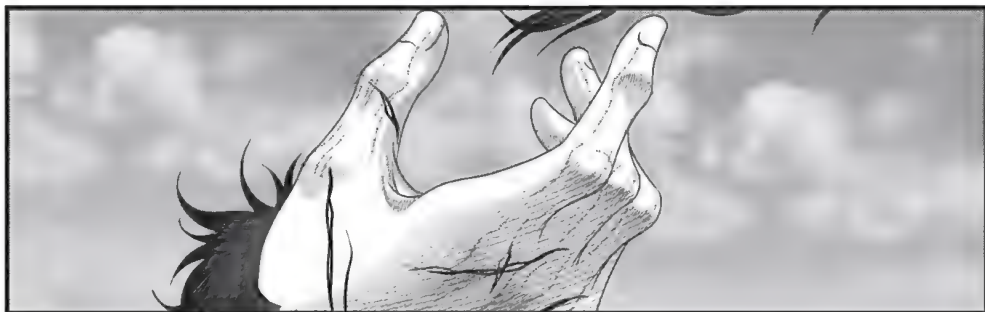
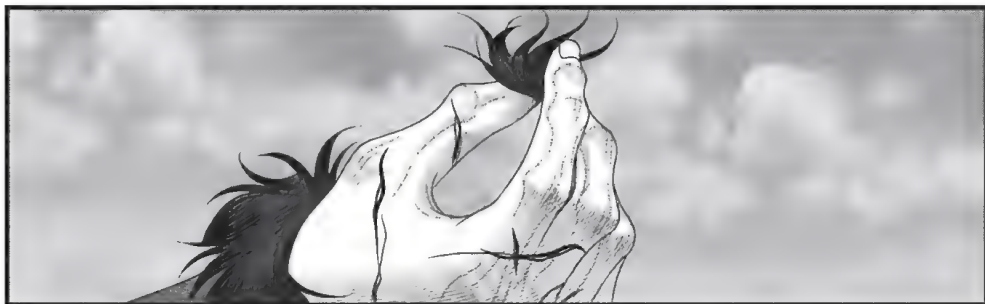


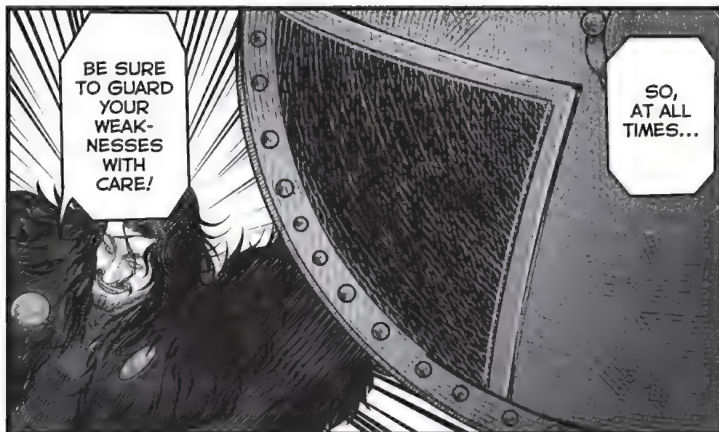




THE
ELEMENTS!







BE SURE
TO GUARD
YOUR
WEAK-
NESSES
WITH
CARE!

SO,
AT ALL
TIMES...



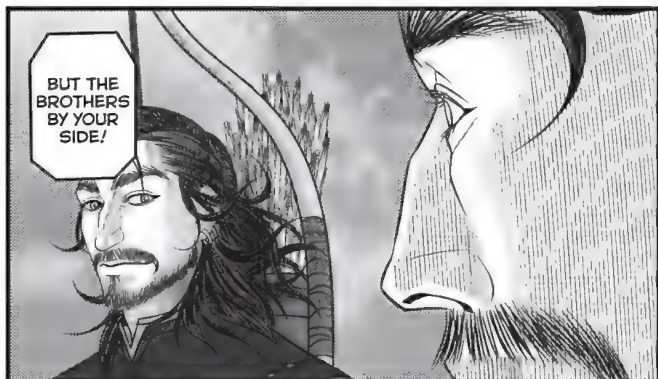
THE RIVERS
OF BLOOD I'VE
SEEN HAVE TOLD
ME THIS: IF
YOU ONLY SEEK
VICTORY BY
PRESSING YOUR
ADVANTAGES,
YOU WILL
LOSE BY YOUR
WEAKNESSES.



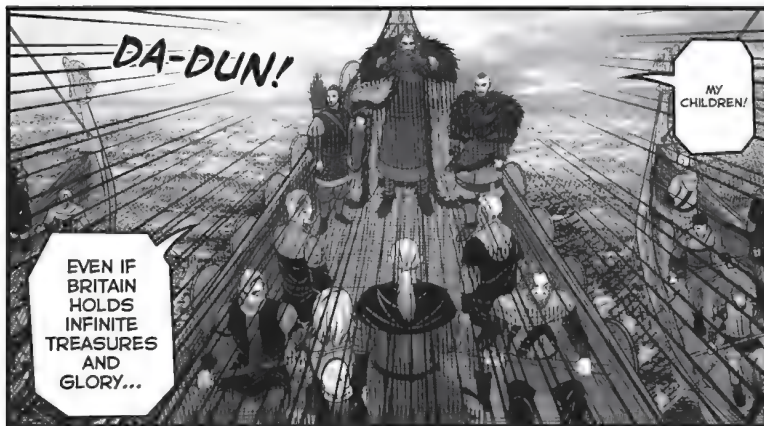
YOUR
STRONGEST
SHIELD IS
NOT THAT
PIECE OF
WOOD
IN YOUR
HANDS...



TWO,
REMEMBER
THIS...



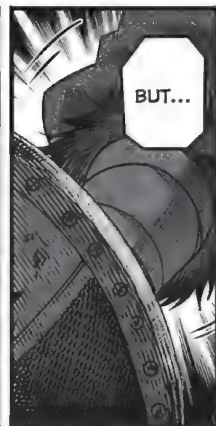
BUT THE
BROTHERS
BY YOUR
SIDE!



DA-DUN!

MY
CHILDREN!

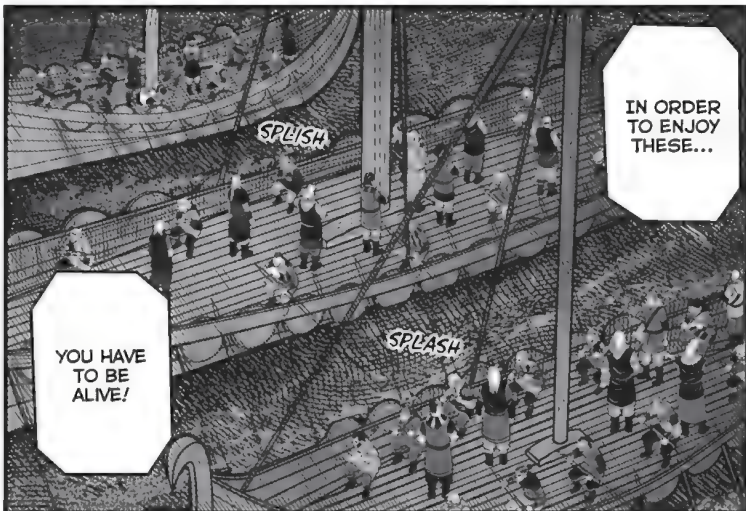
EVEN IF
BRITAIN
HOLDS
INFINITE
TREASURES
AND
GLORY...



BUT...



THAT IS
WHY I WANT
ALL OF
YOU TO
REMEMBER
THESE
THREE
THINGS.



SPLISH

SPLASH

YOU HAVE
TO BE
ALIVE!

IN ORDER
TO ENJOY
THESE...



TO WIN EVERY
BATTLE, WE
NEED NOT
ONLY OUR
SHARPEST
WEAPONS...

BUT ALSO
OUR
SHIELDS!

BAM!!



ONE...

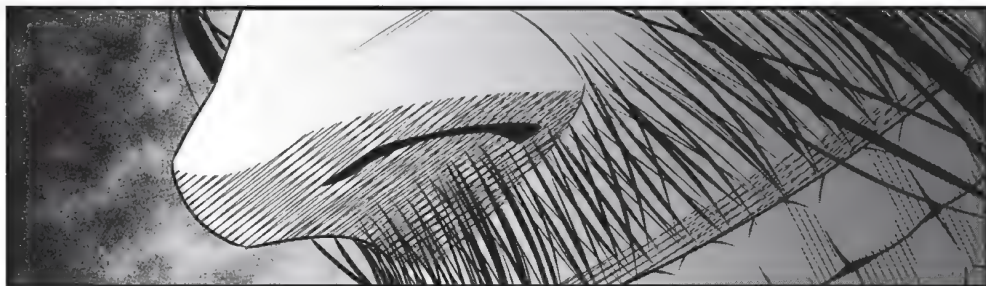
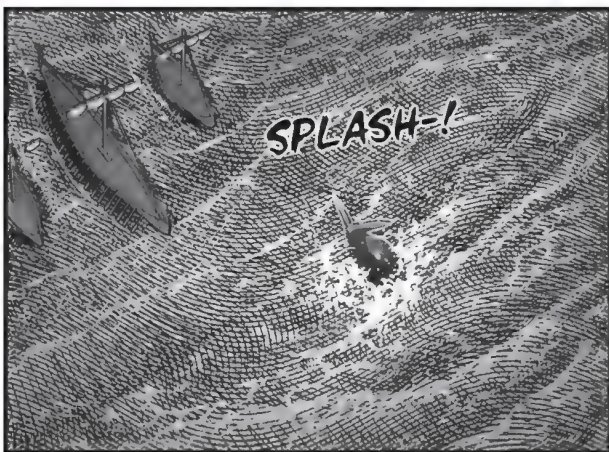
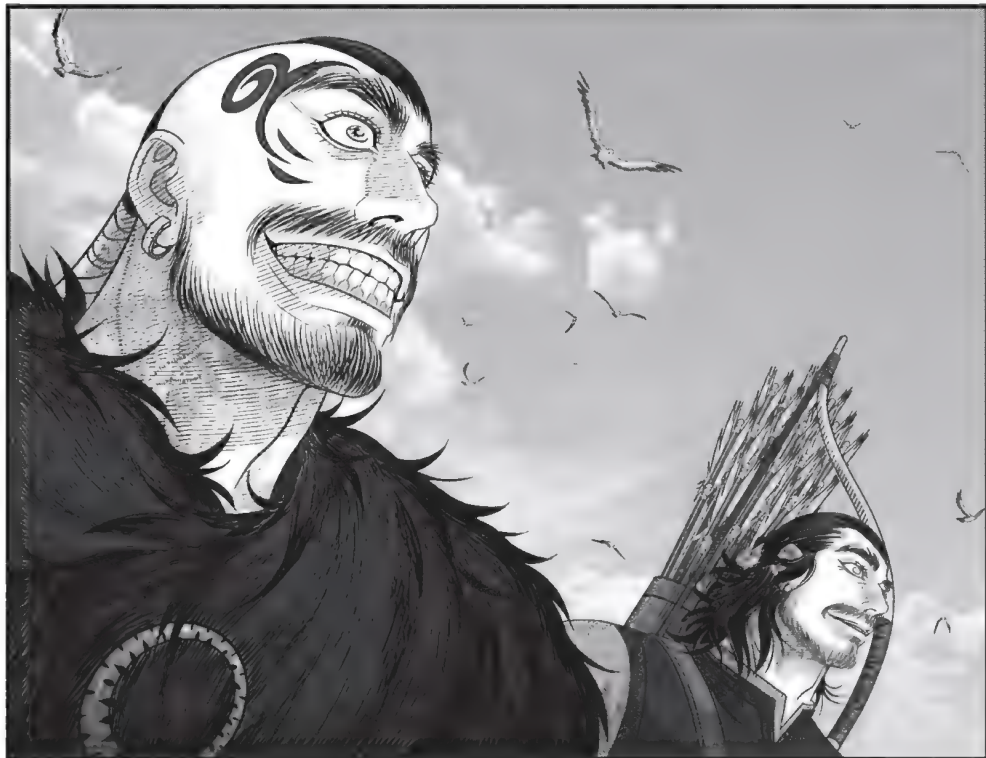


*MJÖLNIR: A HAMMER WITH THE POWER TO CALL LIGHTNING AND LEVEL MOUNTAINS.



*GUNGNIR: A SPEAR SAID TO STRIKE ITS TARGET WITH EVERY THROW.







SWOOOOSH!

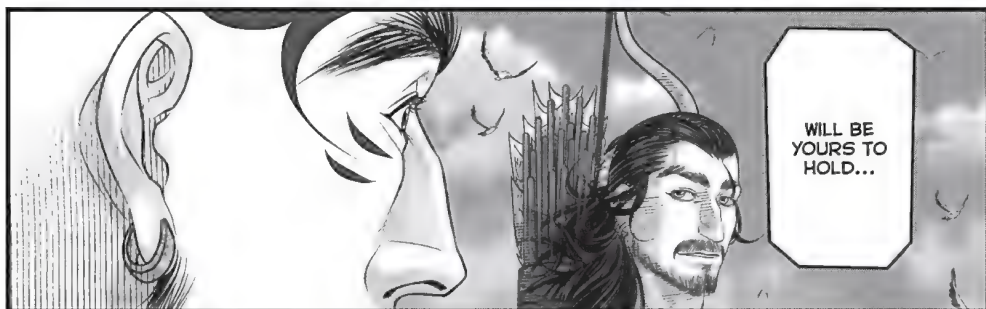
**TRUE
ABILITIES!**





WHETHER
THIS GOOD
FORTUNE...

SPLISH



WILL BE
YOURS TO
HOLD...



ALL
DEPENDS
ON YOUR...

AND HOW
MUCH OF
IT YOU'LL
GRASP...

RUSTLE



SPLASH





TODAY, TWENTY
YEARS LATER,
THE GOOD
FORTUNE I HAD
BACK THEN WILL
BE PASSED ON
TO YOU...

THE ONES
INVITING
US TO
BRITAIN ARE
RAGNAR'S
OWN
SONS...

IVARR
AND
HALFDAN!



THE
MESSENGER
SAYS THAT
THE PEOPLE
THERE ARE
WEAKER
THAN THE
FRANKS...

AND...



THE LAND
RICHER IN
MONASTERIES
AND
TREASURES!



HAHA-
HAHA!



DID THEY
REALLY
IMPRESS
YOU ENOUGH
TO SETTLE
THERE?



LET'S PUT
IT THIS WAY.
IF THEY GAVE
US ANY MORE,
WE WOULDN'T
HAVE BEEN
ABLE TO
RETURN...



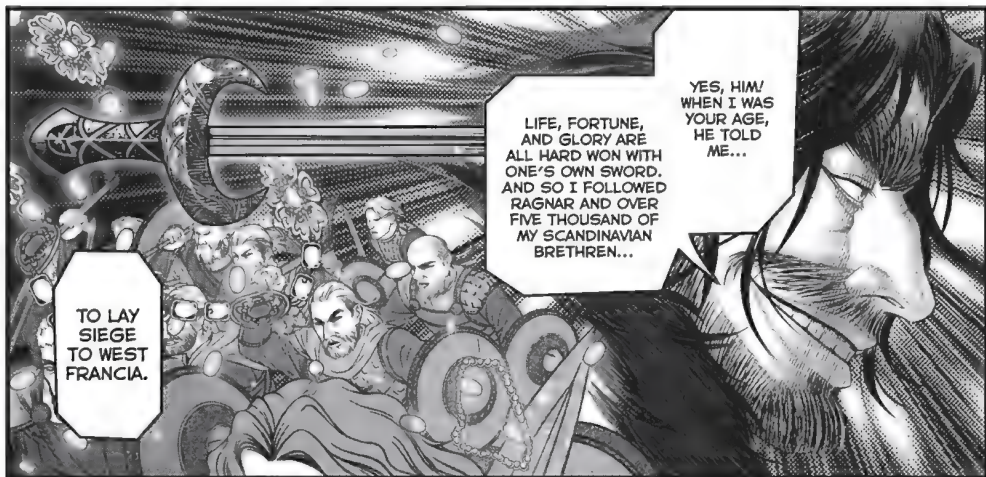
OUR SHIPS
WOULD
HAVE SUNK
TO THE
BOTTOM OF
THE RIVER.

NOT AT
ALL. IT'S
BECAUSE,
HAD THEY
GIVEN US
ANY MORE...



THAT MUCH
TREASURE?!

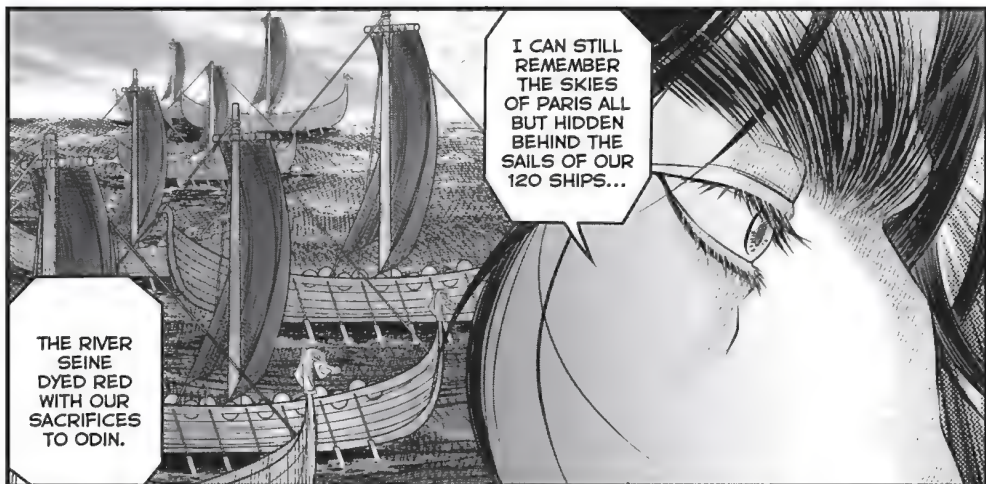
DUNNNN!



TO LAY
SIEGE
TO WEST
FRANCIA.

LIFE, FORTUNE,
AND GLORY ARE
ALL HARD WON WITH
ONE'S OWN SWORD.
AND SO I FOLLOWED
RAGNAR AND OVER
FIVE THOUSAND OF
MY SCANDINAVIAN
BRETHREN...

YES, HIM!
WHEN I WAS
YOUR AGE,
HE TOLD
ME...



THE RIVER
SEINE
DYED RED
WITH OUR
SACRIFICES
TO ODIN.

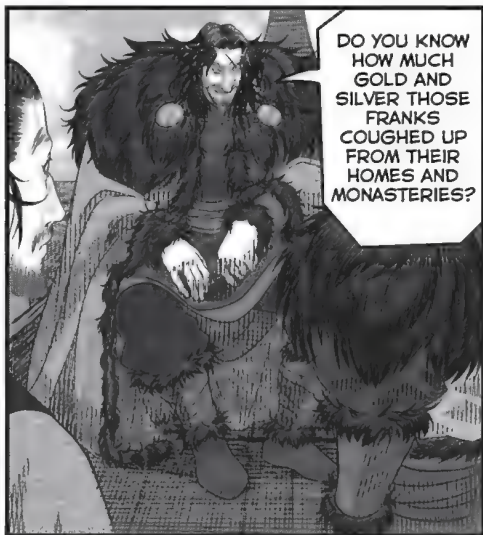
I CAN STILL
REMEMBER
THE SKIES
OF PARIS ALL
BUT HIDDEN
BEHIND THE
SAILS OF OUR
120 SHIPS...



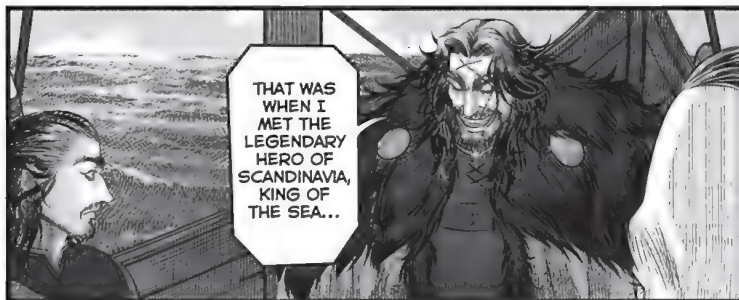
HAH!



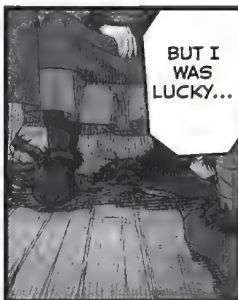
HOW
MUCH?



DO YOU KNOW
HOW MUCH
GOLD AND
SILVER THOSE
FRANKS
COUGHED UP
FROM THEIR
HOMES AND
MONASTERIES?



THAT WAS
WHEN I
MET THE
LEGENDARY
HERO OF
SCANDINAVIA,
KING OF
THE SEA...



BUT I
WAS
LUCKY...



RAGNAR
LOTHBROK.



WHAT?

YOU
MEAN THE
LEGENDARY
RAGNAR
HAIRY-
BREECHES
HIMSELF?!



!



ARE YOU THINKING ABOUT ALL THE LITTLE ULFS YOU'LL HAVE ONCE WE RETURN VICTORIOUS FROM BRITAIN?

YOU'VE BEEN LOST IN THOUGHT SINCE WE BOARDED THE SHIP.

HEY, OLD MAN!



FORGET THOSE LILY-LIVERED FARMERS! EVEN IF JORMUNGANDR* HIMSELF STOOD BEFORE MY AXE, HE'D BE NOTHING MORE THAN A STEPPING STONE ON MY PATH TO VICTORY.

THE ENEMY?
HAH!

HAH!



HEH.

WE'VE YET TO CATCH SIGHT OF BRITAIN, AND HERE YOU ARE THINKING OF A VICTORIOUS RETURN. DO YOU NOT FEAR THE ENEMY?

*JORMUNGANDR: THE GIANT WORLD SERPENT FROM NORSE MYTHOLOGY.



THAT WAS BEFORE YOU WERE BORN, BEFORE I WAS A LORD...

BEFORE ANYONE HAD HEARD OF *BLUE-SHIELD.*

I WAS NOTHING MORE THAN A PENNILESS CHILD, UNCERTAIN OF THE FUTURE...



HAHAHA/
BJÖRN!

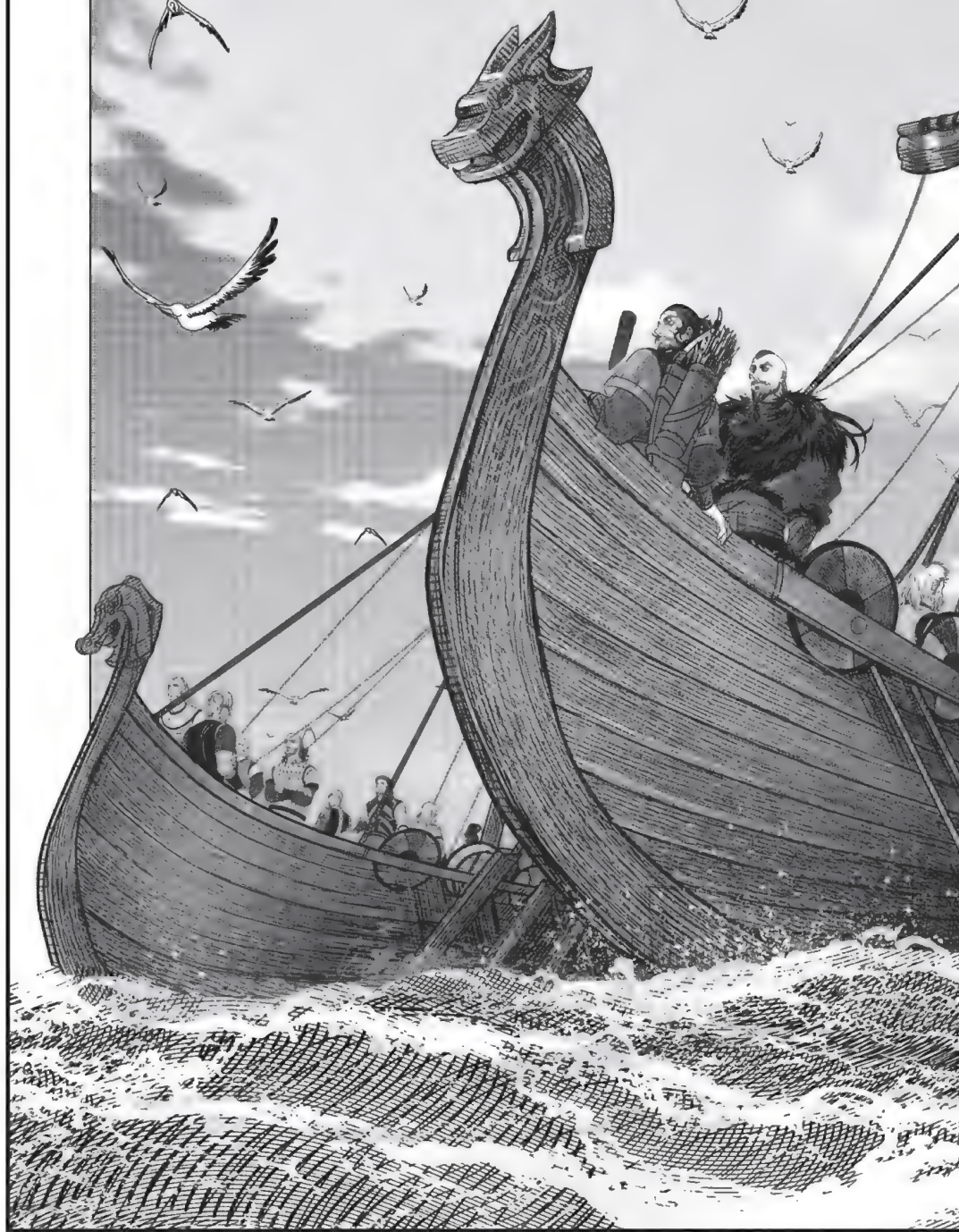
SPOKEN LIKE A TRUE DRENGR*.

*DRENGR: A FEARSOME VIKING WARRIOR.



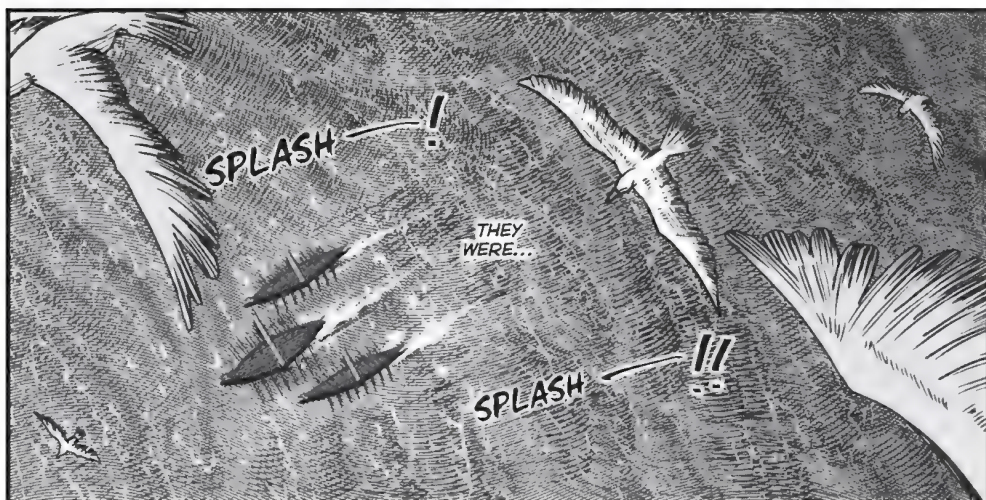
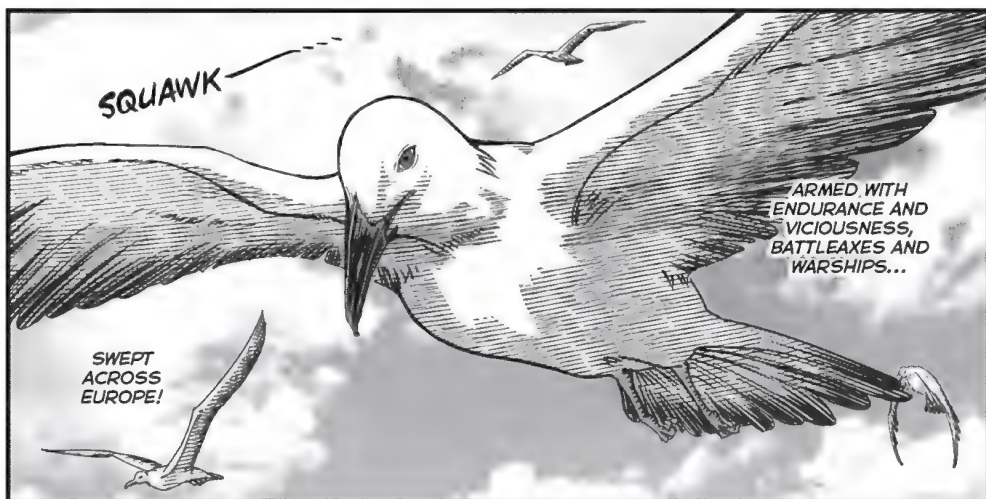
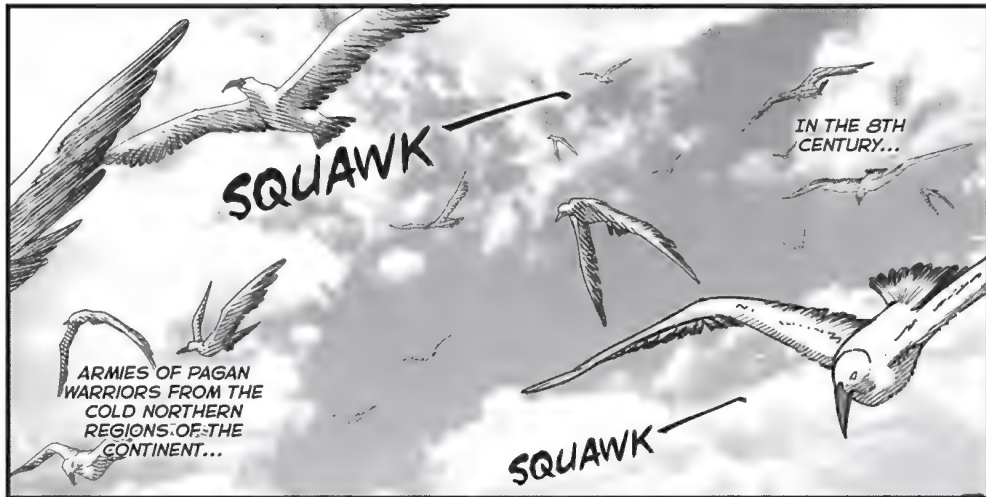
JUST LIKE MYSELF, TWENTY YEARS AGO.

Chapter 2





**THE
VIKINGS!**





ASSASSIN'S
CREED

VALHALLA

BLOOD BROTHERS



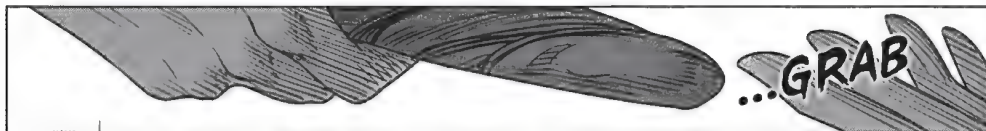
ASSASSIN'S
CREED

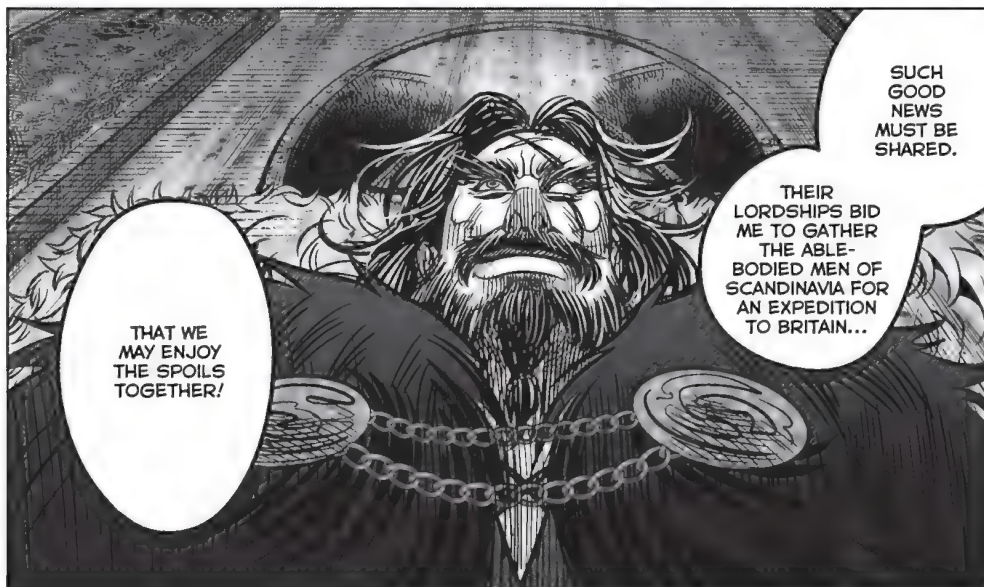
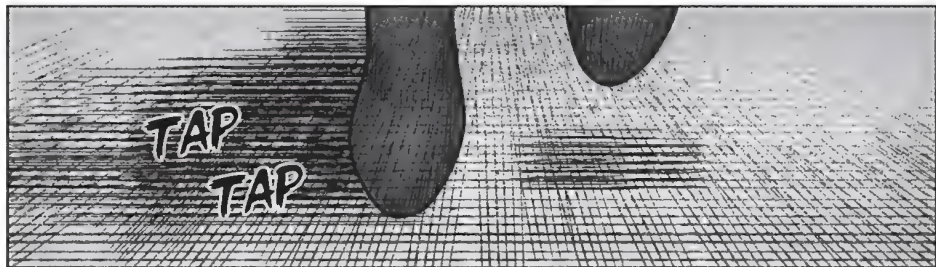
VALHALLA

BLOOD BROTHERS



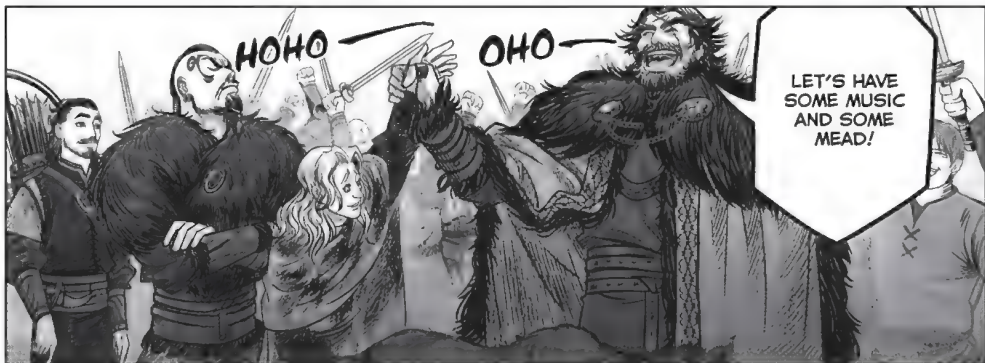








COME ON
EVERYONE,
IT'S GETTING
LATE!



HOHO

OHO

LET'S HAVE
SOME MUSIC
AND SOME
MEAD!



SKÅL!

OHOO-
HOHO!

CHEERS!

CHEERS!

DRINK
UP!
DRINK
UP!



RABBLE

RABBLE





COME,
LISTEN
EVERYONE...

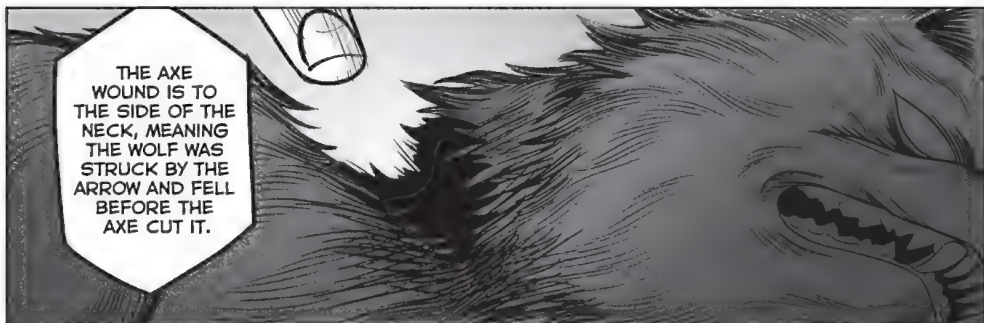


WAVE



THE ARROW
PIERCED IT FROM
THE BACK OF ITS
HEAD ALL THE WAY
THROUGH TO ITS
LOWER JAW. HAD
THE AXE FELLED
THE WOLF FIRST,
THERE'S NO WAY IT
WOULD'VE ENTERED
THE HEAD AT SUCH
AN ANGLE.

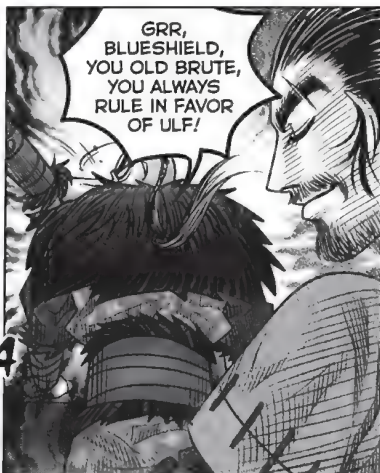
SEE
HERE?



THE AXE
WOUND IS TO
THE SIDE OF THE
NECK, MEANING
THE WOLF WAS
STRUCK BY THE
ARROW AND FELL
BEFORE THE
AXE CUT IT.



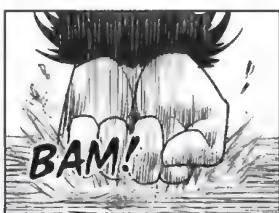
HAHA
HAHA
HA
HAHA
HA



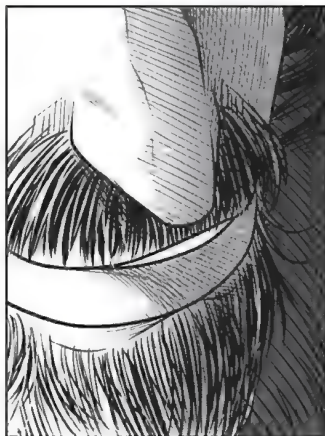
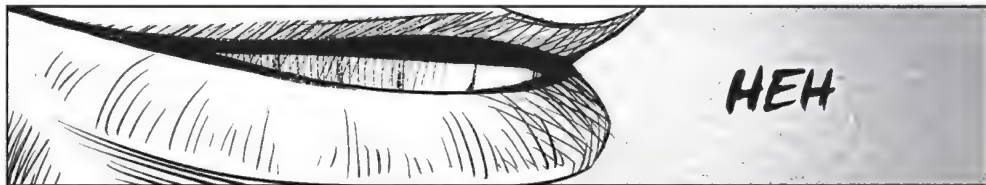
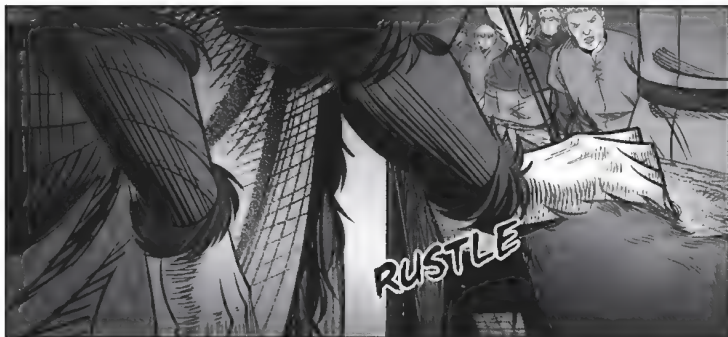
GRR,
BLUESHIELD,
YOU OLD BRUTE,
YOU ALWAYS
RULE IN FAVOR
OF ULF!

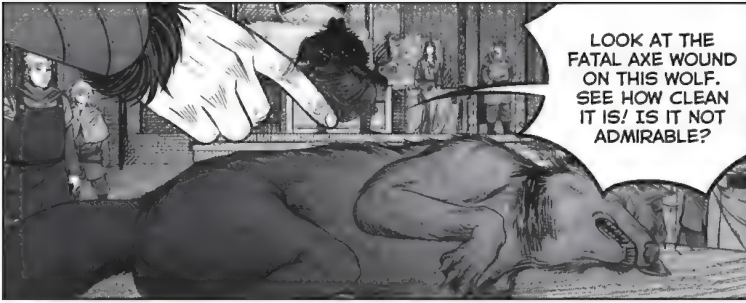


AH...
WELL...



BAM!



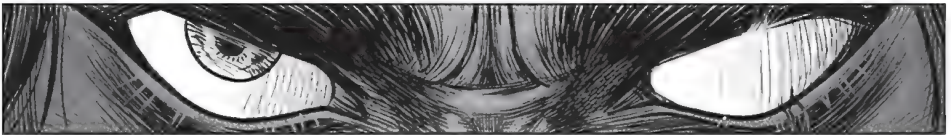


LOOK AT THE
FATAL AXE WOUND
ON THIS WOLF.
SEE HOW CLEAN
IT IS! IS IT NOT
ADMIRABLE?



BLUESHIELD,
OLD MAN!

SLAM



RISE
/

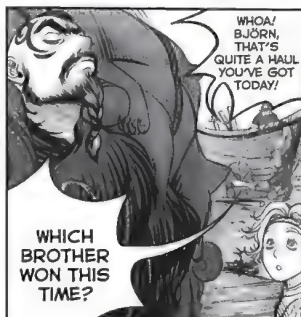


LOOK
CLOSELY!



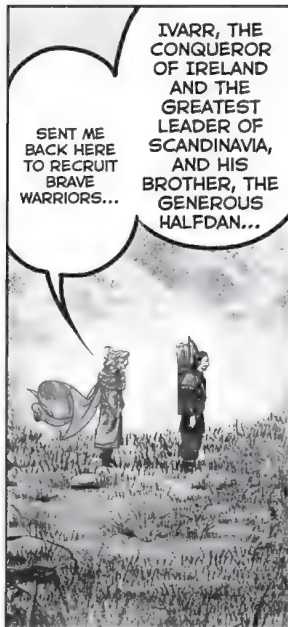
CRACKLE

SIZZLE





IN THE
NEAR
FUTURE...



SENT ME
BACK HERE
TO RECRUIT
BRAVE
WARRIORS...

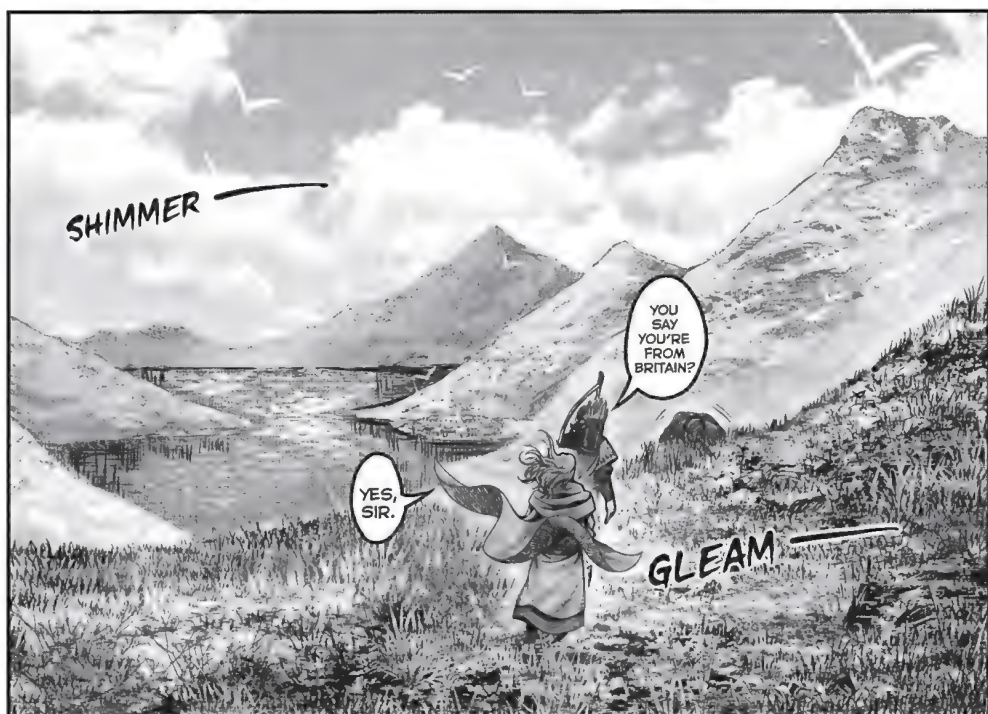
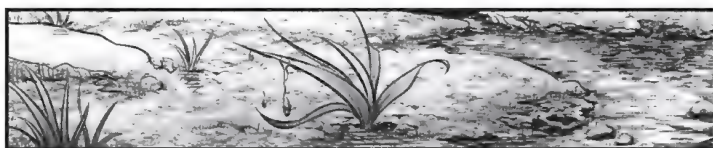
*THE VIKINGS CONSIDERED THEMSELVES THE DESCENDANTS OF ODIN, THE KING OF THE AESIR PANTHEON OF GODS

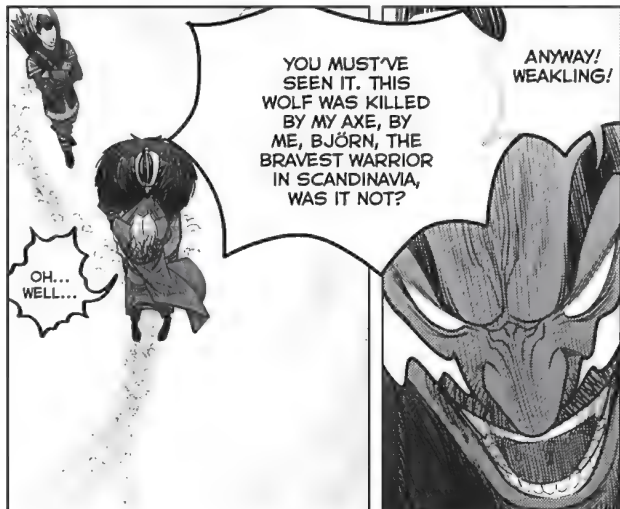
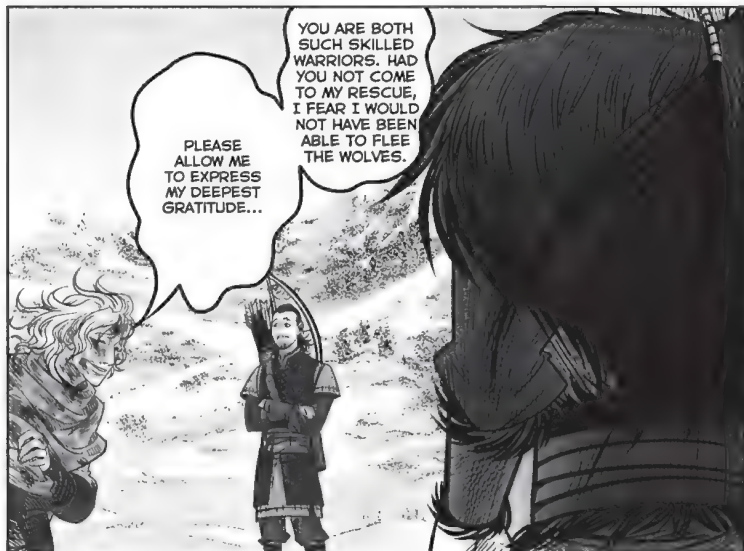


I
SUPPOSE
THAT'S
TRUE,
THEN?

*SKALD: A POET WHO SPREADS THE STORIES OF GREAT HEROES AND THEIR DEEDS.



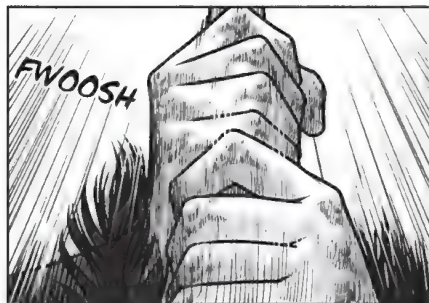
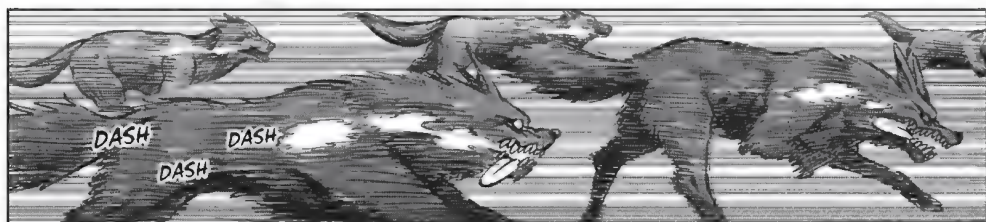




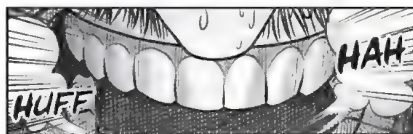
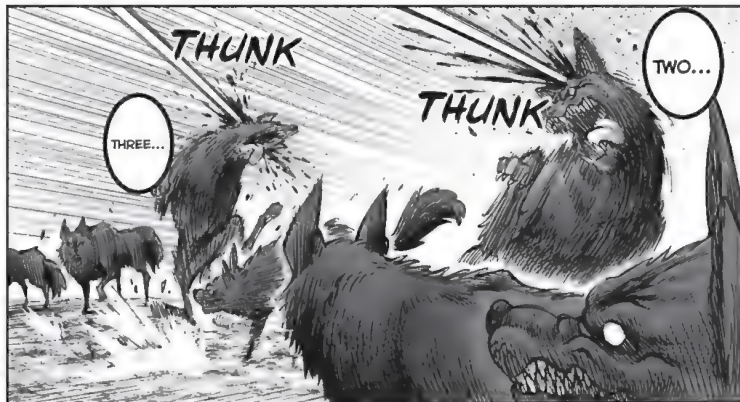


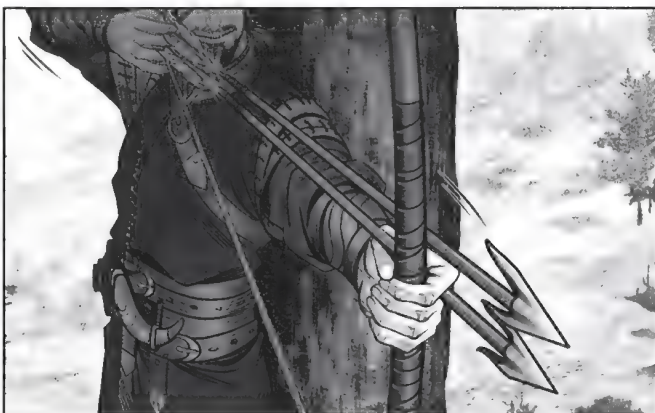
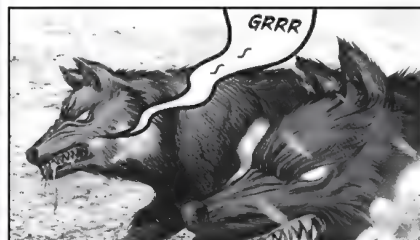


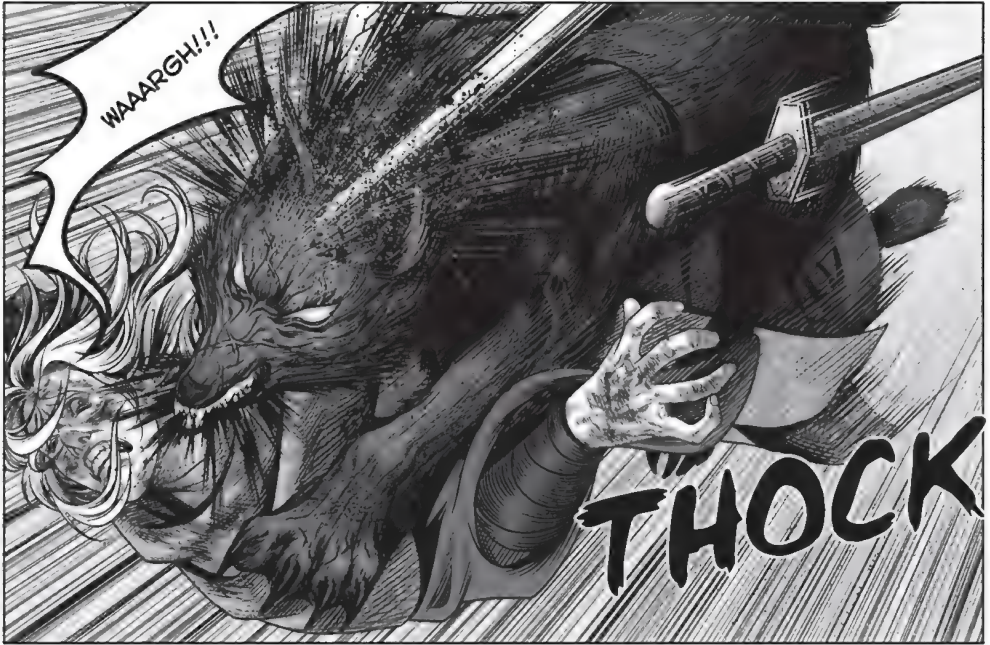


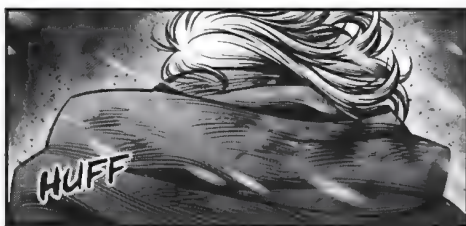
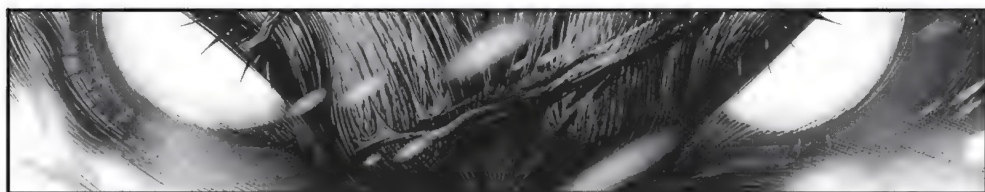




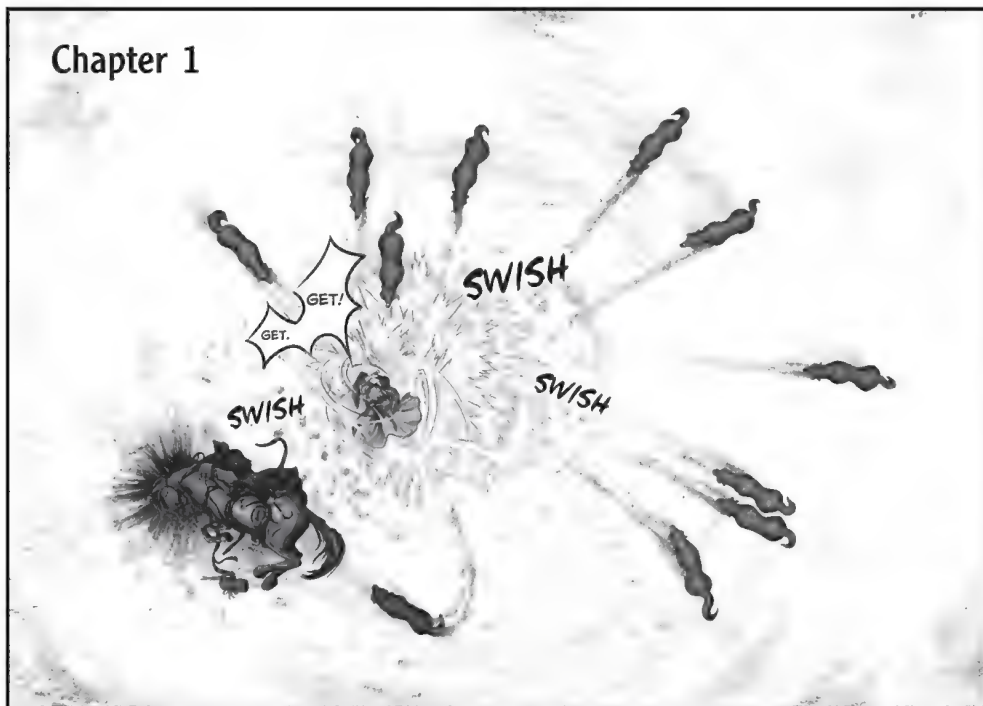








Chapter 1



866 AD

THE
SCANDINAVIAN
PENINSULA*

*THE SCANDINAVIAN PENINSULA LIES IN THE NORTH WEST OF PRESENT-DAY EUROPE, THE LARGEST PENINSULA IN THE CONTINENT.
HISTORICALLY, THE MAIN COUNTRIES THAT MAKE UP SCANDINAVIA ARE SWEDEN, NORWAY, AND DENMARK.



"MY HEART SINGS, KNOWING THAT
THE ALLFATHER ODIN HAS PREPARED
THE BENCHES FOR THE FEAST...
THE HEROES OF VALHALLA NEVER
MOURN THEIR DEATHS; I WILL STEP
INTO THIS HALL WITHOUT FEAR..."

-13TH CENTURY ICELANDIC SAGA



TABLE OF CONTENTS

Chapter I	pg 3
Chapter II	pg 29
Chapter III	pg 54
Chapter IV	pg 78
Chapter V	pg 113
Bonus Content	pg 167

FENG ZI SU



ASSASSIN'S CREED VALHALLA

BLOOD BROTHERS

Assassin's Creed® Valhalla Blood Brothers

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Copyeditor - Kae Winters
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Cover Design & Graphic Artist - Sol DeLeo
Editorial Associate - Janae Young
Retouching and Lettering - Vibraant Publishing Studio
Licensing Specialist - Arika Yanaka
Editor-in-Chief & Publisher - Stu Levy
Special thanks to Aymar Azaïzia, Fatiha Chellali, Étienne Bouvier,
Élise Charneau and Yu Xin Ming.



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EPUB: 978-1-4278-7024-7
MOBI: 978-1-4278-7025-4
PDF: 978-1-4278-7026-1

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BLOOD BROTHERS